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10

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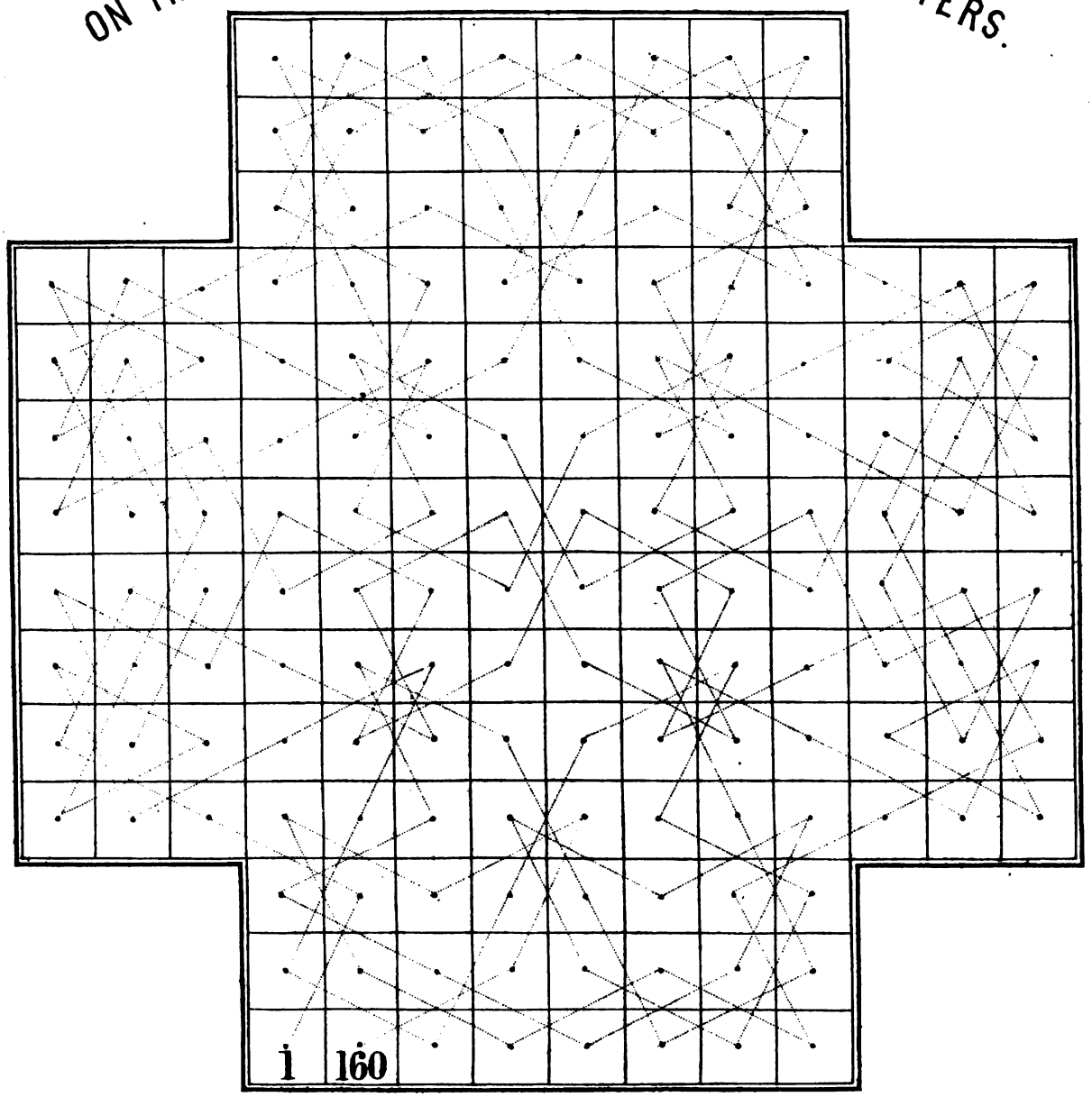
THE KNIGHTS TOUR

ON THE BOARD USED IN CHESS FOR FOUR PLAYERS.

BY VICTOR CORCIAS OF OËDENBURG.



FRONTISPIECE, VOL. III. SEE PAGE 188.

THE

Westminster Papers.

A MONTHLY JOURNAL

OF

CHESS, WHIST, GAMES OF SKILL,

AND

THE DRAMA.

VOLUME III.

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The Westminster Papers.

2ND MAY 1870.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THERE is some stir in the Chess World at last, and we are indebted for the flutter to a little circular, announcing that an International Chess Congress will be held at Baden on the 15th July next.

The programme, which will be found in another part of this number, is an attractive one, and if carried out in its entirety, as, under the able management of Herr Kolisch, it probably will be, cannot fail to be successful. The most important part of the programme is the "Revision and Settlement of the Chess Laws."

If one may judge from precedents, the Revision will be an easy matter, but as to the Settlement! that is indeed work for the Congress.

We have had in this country several Revisions, and in 1862 what was no doubt considered by some people a Settlement, but to this day many English Clubs ignore the "settled" laws of the Congress of that year, mainly influenced, we believe, by an aversion to the regulation about "dead Pawns." Let us hope our Continental friends may be more fortunate. We cannot help thinking, however, that it is impossible to revise and settle the laws of Chess in the few hours a few Chess players assembled at Baden will devote to the purpose.

A scratch-match of a single game was played this month at Purssell's Rooms, Cornhill, for a prize of £6, subscribed by the visitors, between Mr. Steinitz and Mr. Blackburne.

We are informed that Mr. Steinitz allowed the victory to slip from him when it was almost assured, and that the game resulted in a "draw." Fortune seems to favour Mr. Blackburne in these single game encounters,—his championship game being a notable instance of this. The match will be played out, but at present no day has been fixed for the purpose. A funny incident, illustrating the Staunton mania, is said to have occurred during the progress of this game. A certain Mr. Green having inquired whether Mr. Staunton ever attended Purssell's, a wag pointed out a Queen player, then engaged in a game, as the illustrious champion of—of—in fact, as Mr. Staunton. The Steinitz-Blackburne game was at once deserted by Mr. Green, who loudly declared at

every successive move of his supposed idol that Mr. Staunton played better than ever, to the intense amusement of his hearers.

We extract the following *bonne bouche* from the *Era* Chess column of March 20th :—

"There is no longer any Chess magazine worth notice since the stoppage of the *Chess World*, and we despair of seeing one."

We should like to know what is the *Era's* idea of a Chess magazine. Surely not one that is merely a reprint of the *American Chess Monthly* of ten years ago, and the *Schachzeitung* of to-day. Surely not one with a proprietor-editor, who offers tempting prizes for problems, and after receiving and publishing them in his magazine, coolly informs the unfortunate composers that their productions are unworthy of prizes. Is that the *Era's* ideal? We are of course quite certain that it is not. But then, what is? Is there no convenient "Sapiens" or "Oxoniensis" or other ghost of borrowed latinity to elicit an answer?—for no Brown, Jones or Robinson need apply for one. We say nothing of this awful snub to our own little "Papers," although, like the celebrated parrot, we "think a lot;" but has the *Era* never heard of the *Chess Quarterly*, and that it is conducted under the supervision of the ablest of our English Chess analysts? We suppose not, or it would not withhold the information from its readers. Indeed, it has for a long time been apparent that the *Era* knows more of Chess in Kamschatka and Timbuctoo than of Chess in England. Would it be too curious to inquire the reason why?

CITY CHESS.

It is a curious fact that in no part of our new Nineveh is Chess so extensively practised as amid that fortuitous concourse of atoms generically termed "the City." There in the midst of the daily struggle and worry which is popularly, but fallaciously, supposed to make up the life of "the City man," has the "Dryad from the Thracian wild" set up her various shrines; and by some singular dispensation they are invariably associated with arrangements for the supply and consumption of the humble but nutritious chop. I have vainly endeavoured to define the mysterious link which connects two such incongruous matters as chops and Chess. That there does exist a close and loyal alliance between them is indisputable, but after much cogitation I have been obliged to give it up as a conundrum which has no answer. Indeed, if it is put in the shape of a conundrum its absurdity becomes apparent at once. "Why are chops like Chess?" for instance, is as obviously ridiculous a question as, "Why is an elephant like a brickbat," and both are as incapable of any rational solution as the famous electioneering inquiry, "Who killed his own washerwoman?"

Be that as it may, however, few of the old chop-houses in the City are without a Chess-board. Occasionally it may be seen flaunting its brilliant red and white squares in the garish day, but more frequently hiding its diminished lustre in some dusty broom-forgotten corner until, at the command of some gorged and "greasy citizens," it is hauled forth for Draughts or Chess. Even the new houses, although they have relegated Chess and Chess-players to the smoking-rooms, have, as that circumstance serves to show, found it necessary to maintain, albeit vicariously, the old alliance between chops and Chess. In these, however, there are no dusty corners, but there are instead a great deal of looking-glass and gilt, some honest industry and much folly. They are interesting to me, too, as occasionally exhibiting some curious developments of that very distinct class of the *genus homo* ycleped the Chess-player, a class which, from the spread of Chess in recent times, is rapidly increasing in numbers. One of the largest of these City Chess-rooms is Kursaal's, and as it is close at hand suppose we drop in and note a few of the characteristics of that popular establishment.

It is half-past one, and we are therefore in the middle of the clerkly dinner hour. Most of the young gentlemen we see here call this meal luncheon, but that is a little fiction, the meaning of which

is well understood in the City, and is harmless enough, for it deceives no one. But let us go up-stairs to the smoking-room, which, as you observe, is also the Chess-room, and the domino-room, and the conversation-room, and, exactly so—the chop-room.

The gentleman eating his chop does not you see neglect his cigar. He will not let its light become extinguished, for a re-lighted cigar is offensive to this sybarite—hence his alternate puff and gorge. He, is a foreigner, there is not the slightest doubt about that, for where in all Merry England would you find a native so shabbily dressed as he is possessing the courage to enter a house like this?

But here are three Chess-players, regular frequenters of Kursaal's. Yes, they are all three moving the pieces; but it is not a triangular duel. Not at all; they are only solving a Chess problem. You see, they have the *Illustrated London News* before them. I thought so;—problem by S. Loyd. There is something wrong, however, for they are "laughing consumedly." From that circumstance I am quite certain there is something wrong. If the problem had been the production of a Heaven-sent genius and as free from error as such a work must be, these gentlemen would not have enjoyed it at all. Look, at that stout young man in the green vest and drab coat, with dusty hair, short eyelashes, and no visible eyebrows. He is evidently the genius who has discovered the flaw in this problem. His triumph is absolutely blatant, and his friends would doubtlessly be sympathetic if they were not unquestionably envious. These are young gentlemen, who, if a commonplace solution is possible, are certain, from its affinity to something in their own natures, to recognise it with unfailing perspicacity. The recondite is beyond their ken, but such a triumph as this will console them for many subsequent defeats from the same problem composer.

Let us pass them. You see the two Chess-players at the window—on the left. One is, I am told, the best English Chess-player (but then I am also told that he is not) and the other, I suppose, hopes to become so; for he is at present humble enough to personify that lowliness which is young ambition's ladder. He receives the odds of a Queen from his adversary, and it is said that he has never won a game and never lost his temper. Time will change all that. Your Queen player never does lose his temper. But wait until he improves a little, and then let him meet a man whom he thinks he can beat, and get beaten instead. If his temper survive that test I will admit that he is a good-tempered soul, as the phrase goes; but he is not the stuff of which Chess-players are made. A great Chess-player is always emotional—the acuteness of his perceptive faculties making clear to his vision the success he covets, or the disaster he fears, where the duller man sees and feels nothing.

Look at this elderly gentleman on our right, nervously twirling two pawns in his hands, his right foot resting on the toes, and his leg from heel to knee convulsively moving up and down as if he were vainly endeavouring to lift his toes from the floor. Mark the pallor of his face and the tremulous action of his lip, as he pushes that pawn, and—see the instantaneous change! His adversary has neglected the pawn, and now he knows he will win. Observe his smile as he gives the check with the new Queen. A good tempered smile, is it not? But suppose his adversary had stopped the pawn as he could and should have done, what then? Who can say? I can only tell you that that elderly gentleman is a Chess-player every inch of him.

Here is one of a different order. This small man with the large head, who looks at the Chess-board as if he were viewing "common objects" through a microscope of indifferent power. He is no "common object" let me tell you, and we require no microscope to see that he is a Chess-player. But he is also a great Chess-player; probably the greatest of the present time. There is no agitation in his manner now, as you observe, nevertheless he could say of his temper as Master Ford said of his money, "Sir, I am a gentleman that have spent much." But he will not expend anything on a game with such an adversary as the one now facing him. The great Chess-player is a sound economist, and will not flood the market with the resources he possesses unless there is a brisk demand for them. There is none at present, so he will just win the game and no more. These are two problem composers exhibiting their wares to each other. The gentleman with the moustache, affecting to examine the position before him, is thinking of his own little bantling which he means to set up after the lapse of a decent interval. In the meantime he bespeaks consideration for his own problem by appearing to bestow some attention on this. There is no harm in wishing he may get it—there is, however, very little good in doing so.

The purple-faced gentleman engaged in an altercation with the pale young man is an old habitué of Kursaal's, and is as much a part of the furniture of this room as the chair he sits upon; indeed he looks at present as if he had been recently mistaken for it, and applied to the same uses. He wants to retract his last move and substitute a better one very naturally; but the pale young man objects also very naturally. However the matter ends, we may be quite certain of this—the pale young man will get the worst of it. There are many other chess-players here as you see. Some of them have not anything else to do, and they would not do it if they had,—I suspect. Their chess is merely "skittles," and is probably a fair emblem of the present tenor of their lives—injurious only to themselves and their immediate belongings. Their cigars are execrable; the smoke is becoming intolerable, and even the din of the street is preferable to the jabber of tongues and clatter of dominoes. So, although we have not quite exhausted Kursaal's let us, as the small poet said to the stars, "glitter forth," lest we exhaust ourselves and the indulgent reader.

PROGRAMME OF THE INTERNATIONAL CHESS CONGRESS.

To be Held at Baden, 15th July 1870.

I.

Revision and Settlement of the Rules.

The Congress will hold two meetings for the definite settlement of the Laws of Chess. The first will be held on the 15th July, and a code of laws will be agreed upon, which shall be submitted to all the European Chess players, inviting their approval, and asking for any suggestions their experience may suggest.

The second meeting will be held after the conclusion of the two tourneys, at which the answers received shall be read and discussed, and the code settled by vote.

In order to become a member of the Congress, a subscription of 30 francs must be forwarded to the treasurer, which will give a right to vote, to play in the tourneys, and of admission to the banquet.

II.

Grand International Tourney.

Baden Prize, 3,000 francs.

Players of all countries will be admitted to compete for this prize (offered by the Baden administration) on sending to the treasurer, before the 1st July 1870, an entry subscription of 50 francs.

Each player will play three games with each of the other competitors. Drawn games will be counted as a half game to each of the players. The time allowed for moving to be one hour for every twenty moves; any player exceeding this limit to be adjudged the loser of that game. The winner of the greatest number of games to be the winner of the prize. The player scoring the next greatest number to be the winner of the second prize, which will consist of the entrance fees.

III.

Handicap Tourney.

Amateurs of all countries wishing to compete in the handicap must forward a subscription of 20 francs, the aggregate amount of which subscription will form the two prizes.

The players will be divided by the Committee into four classes. The first will give—to the second, Pawn and move; to the third, Pawn and two moves; to the fourth, a Knight.

The second class will give—to the third, Pawn and move; and to the fourth, Pawn and two moves. The third class will give to the fourth, Pawn and move. The players will be paired by drawing lots. The losers will retire, and the winners will continue playing until two players only are left, who will compete for first and second prize. The time for moving to be one hour for thirty moves; any player exceeding that time to lose the game. Each tourney to be decided by one game.

The first prize will consist of two-thirds of the amount of subscriptions; the second prize of the remaining third part.

IV.

Consultation Games.

The Secretary of the Congress will organize consultation games amongst the strongest players present. The amount of the prizes will be fixed as soon as the disposable resources of the Treasurer are known.

V.

The Banquet.

After the prizes have been awarded, a banquet will be held in honour of the victors. The President will be S.A.S. the Prince Stourdza, and the Vice-President M. Tourgenieff.

The two tourneys shall be played according to the rules established by the International Chess Congress held in London in 1862.

The Secretary will decide on what days the tourneys shall be played, and a notice of the same will be exhibited on the previous evening in the rooms of the Congress.

All disputes between the players to be referred to Messieurs le Baron Mathény and Mr. Kolisch, who have been appointed by the Committee, and their decision shall be final.

All communications and subscriptions to the Congress to be addressed to M. Th. Weih, Secretaire-General de l'Administration de Bade, a Baden-Baden (Grand Duche).

Obituary.

We regret to announce the death of Mr. Henry Jessell. He died on Monday, the 4th ult., at the age of 48, after a long and painful illness. By profession he was a barrister, and went the Midland Circuit. He was a well-known Chess and Whist player, and until the last two years was a constant visitor at the Westminster Chess Club and the Brighton Club, and for many years previously at the Old Cigar Divan. He was a mathematician of ability, and in early years gave considerable promise that he would make his mark in this department, but latterly he appears to have engaged in this study more as an amusement than as a serious business of life, and a large accession of wealth, on the death of his father, and subsequent ill health, seem to have prevented his following the line of life that nature had marked out for him.

PROBLEMS.

PROBLEM No. I.—By VICTOR GORGIAS.

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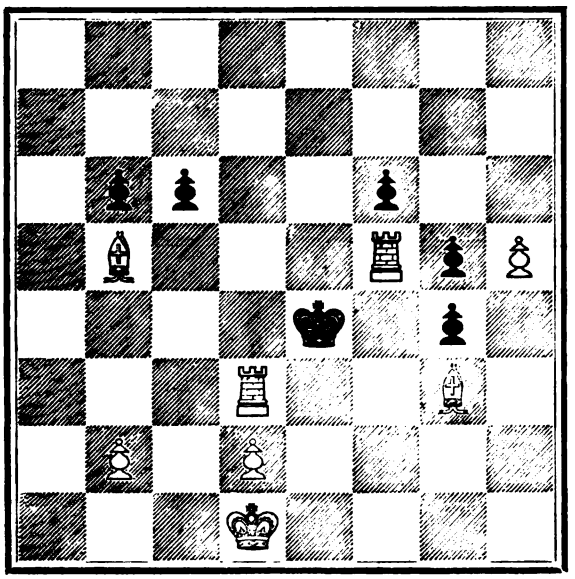

WHITE.

White to play and mate in three moves.

PROBLEM No. II.—By E. J. L.

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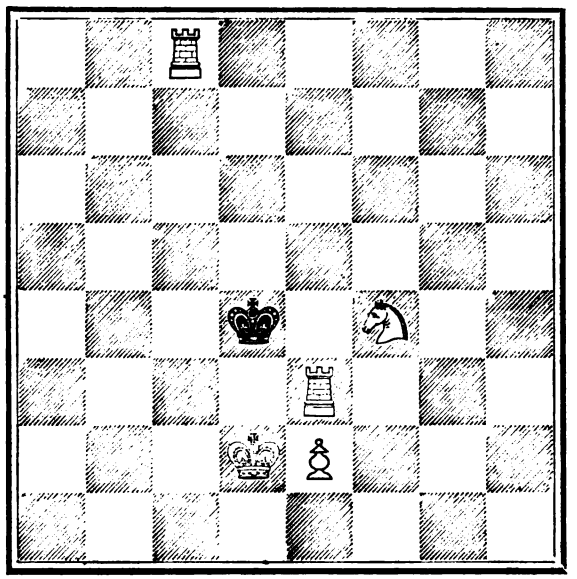

WHITE.

White to play and mate in four moves.

PROBLEM No. III.—By W. MITCHESON.

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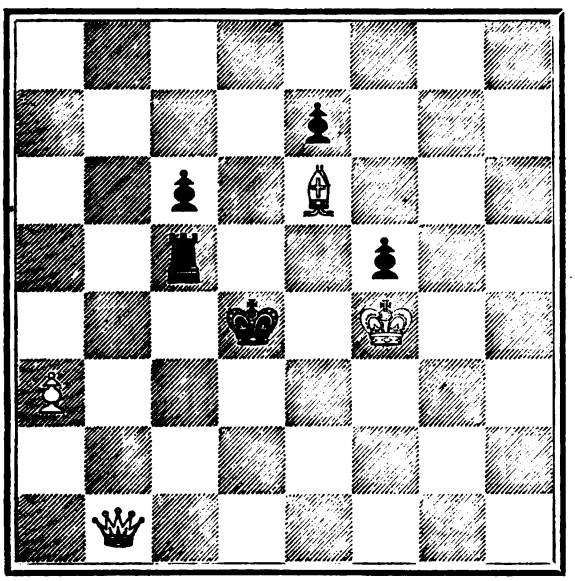

WHITE.

White to play and mate in four moves.

PROBLEM No. IV.—By T. SMITH.

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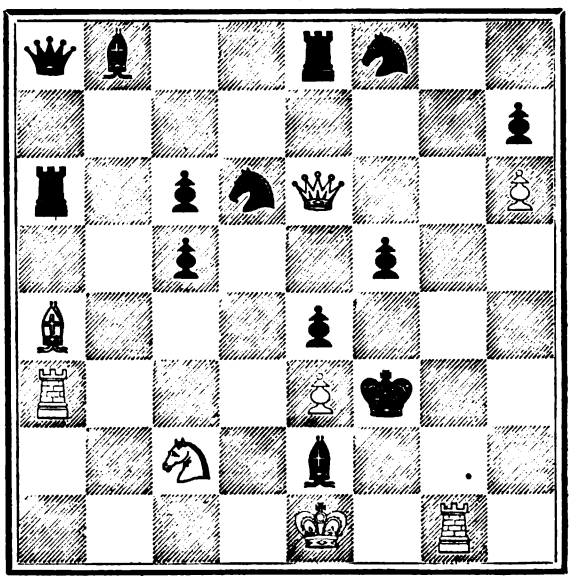

WHITE.

White to play and mate in five moves.

SOLUTIONS OF PROBLEMS IN THE MARCH NUMBER.

No. XLI.

WHITE.	BLACK.
1. R to K 5	1. B takes R (a)
2. Kt to K 7	2. Anything
3. Kt mates.	
(a)	1. Kt takes R
2. Kt to Kt 3 (ch)	2. K to Q 6
3. Kt to K B 4 mate.	

No. XLII.

WHITE.	BLACK.
1. R to K 6	1. P to Q 3 (best)
2. B to K 5 (ch)	2. P takes B
3. B to K 4	3. P takes B
4. R to Q 6 mate.	

No. XLIII.

WHITE.	BLACK.
1. B to Q Kt 5	1. K moves
2. R to Q Kt 3	2. ,,
3. K to B 5	3. ,,
4. R mates.	

NOTE.—In this diagram the Black P at Q R 3 should be on Q Kt 3.

No. XLIV.

WHITE.	BLACK.
1. R to Q Kt 3	1. B takes R
2. P to K B 7	2. R takes B
3. Kt to K B 6	3. B takes P
4. B to K 2	4. Anything
5. Kt mates.	

GAMES.

GAME I.—THE following brilliant little game was recently played between Mr. Harrison, a colonial amateur, now on a visit to England, and Mr. Macdonnell. We print it on the plan proposed by our valued correspondent, "Lambda," in our last month's number. The turned type indicates the last move.

White. Mr. HARRISON.	Black. Mr. MACDONNELL.	White. Mr. HARRISON.	Black. Mr. MACDONNELL.
1. P to K 4	1. P to K 4	5. B takes P	5. Kt to K B 3
2. P to K B 4	2. P takes P	6. Kt to Q B 3	6. P to Q B 3
3. B to Q B 4	3. Q to R 5 (ch)	7. B to Q Kt 3	7. B to K 2
4. K to B sq	4. P to Q 4	8. Kt to K B 3	8. Q to R 4

Position after Black's 8th move.

BLACK.

WHITE.

9. P to K 5
10. P to Q 4
11. B takes Kt
12. Q to Q 3
13. K to K 2
14. Q R to K B sq

9. Kt to Kt 5
10. Kt to K 6 (ch)
11. P takes B
12. Castles
13. Kt to Q R 3
14. B to K Kt 4

Position after Black's 14th move.

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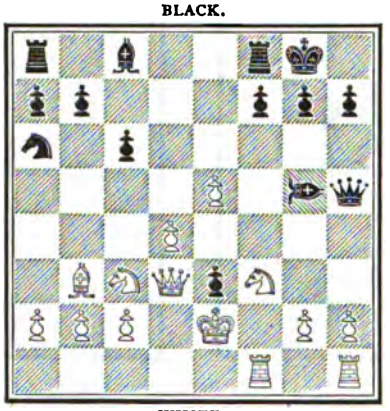

WHITE.

15. K to Q sq (a)
16. Q to K 2
17. P to Q R 3 (c)

15. Kt to Kt 5
16. B to K Kt 5 (b)

Position after White's 17th move.

BLACK.

WHITE.

18. P takes Kt
19. K to Q B sq
20. Q to K sq
21. R takes B (e)
22. R to K Kt 3
23. K R to Kt sq
24. Kt to K 4 (f)

17. Q R to Q sq (d)
18. R takes Q P (ch)
19. R to Q 7
20. B takes Kt
21. R takes Kt P
22. R to Q 7
23. B to K R 3

Position after White's 24th move.

BLACK.

WHITE.

25. Q takes R
26. Q to Q 2
27. K takes B
28. Kt to Q 6
29. R takes P (ch)
Resigns.

24. R to Q 8 (ch) (g)
25. P to K 7 (dis. ch)
26. B takes Q (ch)
27. R to Q sq (ch)
28. Q takes K P
29. Q takes R

Position after Black's 29th move.

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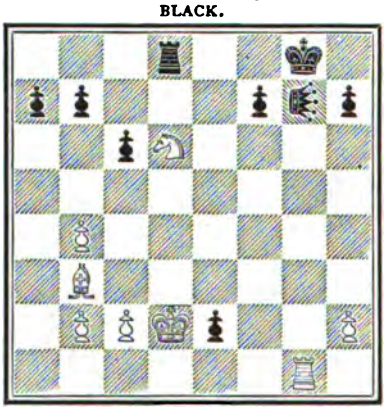


WHITE.

(a) Obviously intended to open a line of retreat for the Q if attacked by the adverse Kt. But surely retreat is not the strategy for the first player in the Bishop's gambit!

(b) A most embarrassing move for White.

(c) We think Kt to K 4, preparing for P to Q B 3, would have been more to the purpose.

(d) An excellent conception. From this point to the end Black plays in masterly style.

(e) If P takes B, Black replies with P to K 7, &c.

(f) Playing *for* the adverse Queen, he playeth *with* his own.

(g) A brilliant finish to a very pretty game.

GAMES.

GAME II.—Played between Messrs Steinitz and Hirschfeld.—Allgaier Gambit.

White. Mr. Steinitz.	Black. Mr. Hirschfeld.	White. Mr. Steinitz.	Black. Mr. Hirschfeld.
1. P to K 4	1. P to K 4	11. B takes P	11. K to Kt sq
2. P to K B 4	2. P takes P	12. Castles	12. Kt to R 4
3. Kt to K B 3	3. P to K Kt 4	13. P to K Kt 3	13. Kt to Q B 3
4. P to K R 4	4. P to Kt 5	14. Kt to K 2	14. Q to K 2
5. Kt to K 5	5. B to Kt 2 (a)	15. Q to Q 3	15. B to Q 2
6. P to Q 4 (b)	6. Kt to K B 3	16. B to Kt 5	16. B to K B 3
7. B to Q B 4	7. Castles	17. B takes B	17. Kt takes B
8. Kt to Q B 3	8. P to Q 3	18. Kt to B 4 (d)	18. Q takes R P (e)
9. Kt takes K B P (c)	9. R takes Kt	19. Kt to R 4	Resigns.
10. B takes R (ch)	10. K takes B		

(a) This is Mr. Paulsen's favourite defence, and certainly appears to give the second player a marked advantage if the first player attempts to take the K Kt P in reply.

(b) Had White taken the Pawn with his Kt, Black would have replied with P to Q 4, and, in answer to P takes P, obtained a winning advantage by Q to K 2 ch, &c.

(c) An excellent conception, although the sacrifice appears in some measure compulsory; for, had White retreated, the Kt Black would have replied with Kt takes K P followed by R to K sq, &c. The attack which White now obtains by giving up his two pieces for the R is full compensation for his loss.

(d) This move, by which White secures the menacing position of his centre Pawn, seems not to have been foreseen (nor, indeed, as the event shows, when seen understood by his adversary). White now threatens to play Q R to K sq, and afterwards post his Kt at Q 5, or to check with the Q at B 4 followed by P to Q 5.

(e) Had he taken the P with Kt, White would still have gained a piece by Kt to Q 5, Q takes Kt, &c.

GAME III.—Played at Purssell's, March 12, 1870, between Mr. T. Smith and Mr. ———

White. Mr. T. Smith.	Black. Mr. ———	White. Mr. T. Smith.	Black. Mr. ———
1. P to K 4	1. P to K 4	17. Q takes Kt	17. B takes Kt
2. Kt to K B 3	2. Q Kt to B 3	18. P takes P	18. Q takes B
3. P to Q 4	3. P takes P	19. K takes B (e)	19. Q R to Q sq
4. B to Q B 4	4. B to K 2	20. B to K B 4	20. Q to B 3 (ch)
5. Castles	5. P to K R 3 (a)	21. K to Kt 3	21. P to Q R 4
6. P to Q B 3	6. P takes P	22. Q to Kt 5	22. Q to K 5 (f)
7. Kt takes P	7. Kt to K B 3	23. R to K B sq	23. R to Q 5
8. P to K 5	8. Kt to K Kt 5	24. P to Kt 3	24. P to R 5
9. Q to Q 5	9. Castles	25. Q takes R P	25. P to K Kt 4 (g)
10. P to K R 3	10. Kt to Q Kt 5 (b)	26. B to Q B sq (h)	26. Q to K 4 (ch) (j)
11. Q to Q sq	11. Kt takes K B P (c)	27. K to B 2	27. Q to R 7 (k)
12. R takes Kt	12. B to Q B 4	28. R to K sq	28. P to K Kt 5
13. Kt to K 4	13. B takes R (ch)	29. R to K 8	29. P to Kt 6 (ch)
14. K takes B	14. P to Q 3 (d)	30. K to B 3	30. Q to Kt 8
15. P takes P	15. B to K B 4	31. R takes R (ch) and wins	
16. Q to Kt 3	16. B takes Kt		

(a) Caution is a virtue certainly, but we do not think there was any necessity for so much of it as is here displayed.

(b) He neglects his brother-in-arms for the Queen, who despises him. Such is life! (or chess).

(c) "Suicides," to save himself from slaughter.

(d) This is an ingenious device for obtaining an isolated pawn.

(e) Better than taking with Pawn. Black would not have overlooked a *check*.

(f) The cut direct.

(g) This Black-bird flies on one wing at a time.

(h) There *is* no place like home.

(j) This was the only safe square for the check.

(k) "Get thee to a nunnery," &c.

WHIST.

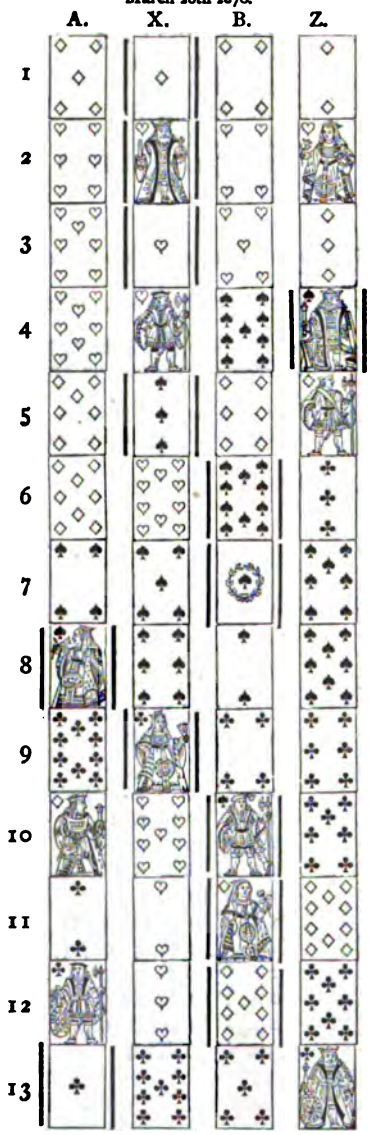
A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 1.

Score—4 all. Z turns up S 8.

A's HAND.—C Ace, Kv, 10, 2; D Kg, 8, 7, 5; H 8, 7, 6; S Qn, 4.

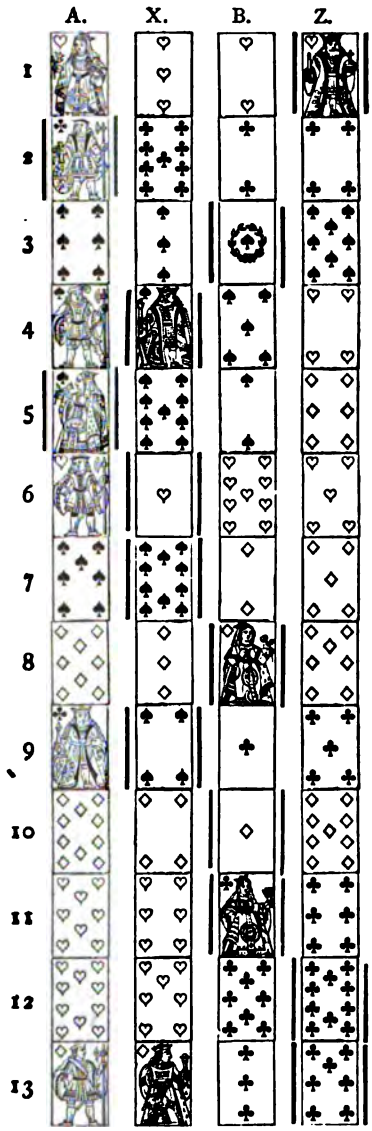
Played at the Westminster Chess Club, March 28th 1870.



HAND No. 2.

Score—4 all. Z turns up S 8.

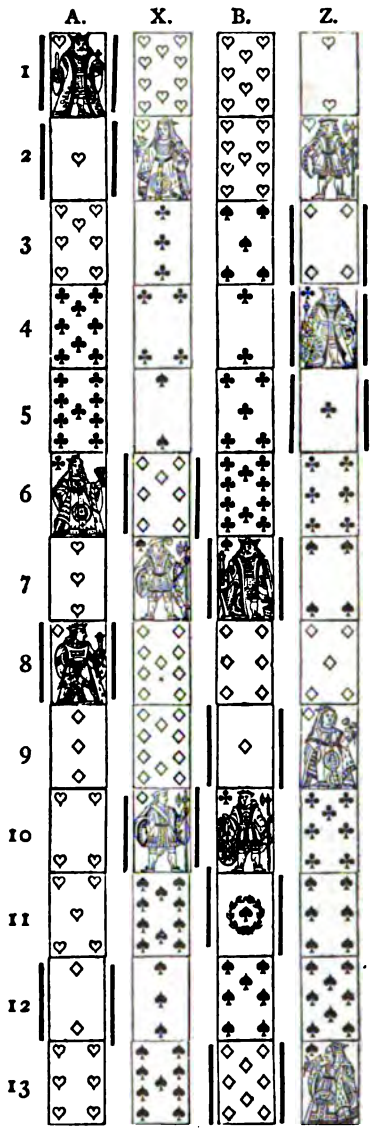
X's HAND.—H Ace, 7, 6, 3; C 9; S Kg, 10, 9, 4, 3; D Kg, 4, 3.



HAND No. 3.

Score—Love all. Z turns up D 5.

B's HAND.—H 9, 8,; C Kv, 10, 2; S Ace, Kg, 7, 5; D Ace, 8, 6.



HAND No. 1.

NOTES.—1. This is a doubtful lead. 3. Z should have protected the D suit. 10. Unless A discards the D King the game is evidently lost. This is almost the only point of the game, and yet, simple as it is, how many players will persist in keeping such a card; nay, more, they will scold their partner for throwing it away if it should happen to turn out of no avail. Keep your eye on the state of the game.

HAND No. 2.

NOTES.—1. A, having Q, Kv, 10 and another, plays the Q. X having 4 of the suit and 5 trumps passes it. 2. Z leads from his long suit. 3. On the fall of the 9 from X, A thinks it advisable to lead trump. 8 and 10. X is forced to keep putting the lead into B's hand as the only chance of getting his partner's Clubs in. He knows two Hearts, one being the 10, is in A's hand, and from the fall of the cards he knows the Clubs, other than those in Z's hand, are probably with B.

HAND No. 3.

NOTES.—A leads from his strong suit. 3. A and every one else knows that all the H are in his, A's hand. He prefers to force his adversary, having 3 trumps to the Kg, 3 Clubs, and no Spades. X having 4 trumps properly passes it. We do not see why B does not throw away a Club. 8. B now knows his partner has 3 trumps and 3 Hearts left, and having the best Spade and best Club, properly leads trump. 9. B now knows that A has the D 2, and 3 Hearts, and that the D Kv is with X.

THE THEORY OF MODERN WHIST.

To the Editor of the WESTMINSTER PAPERS.

SIR,—Until I read the editorial article in your last number headed as above, I thought that an original grounding in Hoyle, supplemented by a thorough grinding in Mathews, Cavendish, and J. C. had given me an idea not merely of particular rules of play, but likewise of the principles on which those rules were founded. I had imbibed the notion that those principles were essentially the same now as in Hoyle's time, and were in fact the deductions of reason from the nature of the game, so that if they had to be learnt *de novo*, reason would, sooner or later, build up the same system as now prevails. It is on this ground that I have regarded the game as scientific, and not unworthy the attention of intellectual men. But, lo and behold, you Mr. Editor, tell me quite a different tale: you say that there is an essential difference between modern and old fashioned Whist, viz., the recognition by modern players of the fact that more is to be gained by exposing your hand to your partner, than by concealing it from your opponents; you proceed to inform your confiding readers that it is in accordance with this belief that the principles of Whist are now taught, and further, that as soon as this fact was recognised, a system of play was "invented" to disclose as much as possible the nature of the hands; you continue that a part of this system consists of a "code of signals," the general points of which are:

1. The original lead (*i.e.*, from which suit).
2. The proper card to lead of the suit selected.
3. The play of the second and third hands.
4. The last player takes the trick with lowest possible card.
5. The proper card to return from strength and from weakness.
6. The discard.
7. The call for trumps.

How the enemies of Whist must chuckle when they read such an exposition of the principles of the game! Is this the game (they may truly ask) that you affect to consider scientific? Why, according to your own professor it principally consists of a code of signals not founded on the nature or reason of the thing, but arbitrary and conventional, and therefore requiring to be learnt by *rote*. Such a game is fit only for sharpers and rogues who may constantly play together and invent their own signals! And truly, Mr. Editor, if your editorial exposition were true, Whist would be a game in which not only would rogues be fairly able to get an unfair advantage (excuse the bull), but which would not be a source of intellectual amusement, inasmuch as it would not exercise the reasoning powers but only try the memory.

Luckily, you are wrong, and if I stand alone I would still say, utterly wrong in your exposition; when you say that the rules of play were devised to give information, you put the cart before the horse with a vengeance; the fact being that the rules are the result of calculation and experience as to the best chances of trickmaking, and the inferences made from play are rational and logical deductions and not merely conventional knowledge.

To prove this, I propose to consider *seriatim* the general points you mention:—

First.—As to the original lead. Do we lead from our strongest suit to inform our partner that it is our strongest, or for other reasons such as the chance of bringing it in—the avoidance of weakening our partner or strengthening our adversaries? Cavendish (your own authority) answers the question by stating that the object of so leading is to obtain for your own small cards a value not intrinsically belonging to them, and to prevent the adversary from obtaining it for his. It may surprise you to learn that Hoyle, writing more than a century ago, commences his rules with, "When you lead, begin with the best suit in your hand," so point No. 1 is plainly no invention of modern Whist.

Secondly.—As to proper card to lead from suit selected. Is the card laid down by the rules selected on the principle of giving information or for the purpose of trickmaking? Most decidedly the latter, see Cavendish 8th Ed., p 34. J. C.'s chapter on the lead is also plainly founded on the consideration of which card will most conduce to trickmaking, so also are Hoyle's and Mathew's recommendations, and one need not think very deeply to see that this is so, for just consider that the smallest card is the proper lead from Knave, Queen, or King, with three or more others, also from Ace with two or three others, also from two honors not in sequence with two or three smaller ones, and also from many other combinations. Surely, if giving information were the end in view in fixing the card to lead, some endeavour would have been made to distinguish between all these leads. Is the rule, that with Ace and more than three small ones the Ace should be led and not the small one, invented, as you term it, to shew that the leader has five or more? No, clearly not, for Cavendish gives as the reason that holding so many there is so much risk of the Ace being trumped the second round that it is is advisable to lead it at once. Take again, the case of sequences. Is the highest led to tell your partner that you have the others below it? No; it is as Cavendish says, to prevent your partner wasting a winning card. It is to be observed that leading the highest of a sequence, say the

Queen, does not tell your partner that you have the Knave and ten, it is a mere inference of reason that you would not have led it unless you had; so again, when the lowest of a sequence is led, say Knave from King, Queen, and Knave, it is not to tell your partner you hold King and Queen, but only to induce him to put on his Ace, which he would not have done had you led the King; the lead of the Knave, therefore, is properly only recommended by the books when the leader holds at least five in the suit.

Thirdly.—As to the play of the second and third hands? One need only read Cavendish and J. C. to be satisfied how entirely they base the play of the second and third hands on the chances of trick-making, more than that, the rule laid down by both of them, as well as by Hoyle and Mathews, not to put a high card on second hand when held with only one small one, is founded on the special reason that you would thereby give information, of which the leader would take advantage to *finesse;* if giving information were the *rationale* of the proper play second hand, the rule would be just the reverse of what it is.

Fourthly.—The last player takes the trick with lowest possible card. Here I suppose you think you are quite correct, and that this rule, as applicable at any rate to sequences, is conventional; I think not. To me it seems to be a natural result of the object of the game being to win tricks, that the last player should win as easily as he can, and when you apply this principle to sequences it follows naturally that he would win with the lowest of the sequence, not because he thereby informs his partner that he has the others above it, but because his partner would, if he won with the highest, naturally infer that he had not any lower. The object therefore, is not to inform your partner but to avoid misleading him. I am satisfied that a person with good reasoning powers sitting down to Whist for the first time, if he saw his partner win a knave with an ace, and were then asked if he could make any inference as to the position of the Queen, would reply that he inferred that it was not in his partner's hand; if I am correct in this, the principle of winning with the lowest of a sequence is not conventional but rational.

I could deal with the fifth and sixth points in the same way if space would allow. As to the seventh, which stands on a different footing, I would refer to my letter in your number for November 1868.

For the above reasons I contend that your theory of modern Whist is utterly and perniciously wrong; I also contend that there is no essential difference between modern and old fashioned Whist, *i.e.:* between Hoyle and Cavendish, Mathews and J. C., not but what there are many points of difference, *e.g.*, as to leading from tenaces, leading through an honor, &c.

There is also this great difference in the modern and old fashioned play, that, inasmuch as the proper play of the leader and of second or third hand, according to the various combinations of cards held, is more settled by experience and better known through the great increase of Whist publications and Whist readers, inferences are now drawn with much greater rapidity and certainty than they used to be, and consequently a player, who despises to profit by the accumulated skill and experience of others, is like a chess player who despises book knowledge and finds himself beaten by inferior players before the game is half over, but inasmuch as the Whist player, by his contempt of books, not only gives his adversaries a decided advantage but likewise sacrifices his partner, he deserves to be treated with some of the not very complimentary language which you oft apply to such a one.

To conclude, allow me most heartily to thank Senex for his able and temperate letter. I am glad to find so good an advocate against the iron yoke that some would lay on us of never allowing a false card, these players, however, don't deny themselves the privilege of which they would deprive their partners; luckily, however, there are very few who in practice submit to the yoke; I must confess I will not; yet I am far from conceding that it is a good principle systematically to play false cards in your adversaries' suits, neither do I read the old writers as contending for such a principle; on the whole it seems to me that modern Whist requires greater judgment in playing false cards than before, *i.e.*, if injudiciously done the greater the damage, but if judiciously the greater the benefit.

MOGUL.

ONE word more. How is it, Mr. Editor, you allowed the extraordinary criticism on the play of hand No. 35 to pass unchallenged?

Z having King, Queen and four other Spades with the two long trumps, requiring to win three tricks in Spades and thinking the Ace to be his left, leads the Queen to induce his adversary not to play the Ace, the inducement appears to me the other way, but, strange to relate, he succeeds, for the second player, having Ace, Knave, ten and another spade, passes the Queen *because* he supposes that the King must be held by his left-hand adversary. Wonderful reasoning this! The Cheltenham waters must have some extraordinary powers when such a sample of Cheltenham prowess is submitted to the public. After such an exposé I shall be guided by the old epitaph, and henceforth stick to Epsom salts.

[We have not space for a reply to Mogul, but the writer of our article will have his say in our next number.]—ED.

THE LAWS OF CROQUET.*

We have received the New Code of Croquet Laws, adopted at the General Conference of Croquet Clubs, on the 19th January. We have no hesitation in saying that the code is by far the best which has hitherto been offered as a general guide for players. This, indeed, was likely to be the case, from the amount of ability brought to bear on the question, and certainly the thanks of all lovers of the game are due to Mr. Whitmore, the honorary secretary of the National Club, for his indefatigable and successful efforts in bringing all the clubs into unison on this point.

When we say that the code is by far the best which has appeared, we are by no means ready to admit that it is perfect. It requires, we think, some alteration, and some addition. There are even one or two points which appear to us objectionable, and which, we think, will be found to be so, when put into practice. These, however, hardly interfere with the general merit of the code, which is given with great distinctness and great brevity, two important virtues in all codes of rules. To cut down and reduce to a smaller space a lot of unnecessary matter, to prune away a surplusage, and re-word a number of clumsy pleonasms, is a work which commonly ends in a bungling confusedness. The mere adding to that which is brief and distinct is a comparatively easy task.

After this general laudation, we are sorry to stumble on an objectionable point in the very first rule.

1.—There shall be no restriction as to the *number*, weight, size, shape, or material of the mallets used in a game; nor as to the attitude or position of the striker.

The framers of the code drew, perhaps, an analogy from billiards and cricket, in allowing any number of mallets in a game; but the analogy by no means stands good. Except, indeed, in a very general way, and on common points of justice, there is nothing so misleading as to attempt to regulate the laws of one game by analogy with those of another. The principal end and object of games is amusement, and anything which tends to make a game dull, or objectionable, should be at once dealt with by a restrictive law. Now, in billiards and cricket, a player never requires to change his bat or his cue, or at least only once in the game. To alter more than once the striking implement would only throw his hand out, and reduce his chances of success. Not so at Croquet. It will happen a dozen times that a certain mallet will perform a certain stroke, and that the particular mallet required is not the one in the striker's hand. In foul strokes under "*h*," "to strike a ball which lies against a peg or wire, and move it from its position by striking the peg or wire," loses the turn. It will often happen that a ball in this cramped position lies close to another, the wire being in a line, which would run nearly through the centres of the balls. There is a peculiar mallet, made, we believe, by Mr. Jaques, which goes by the uneuphonic name of the bottle-shaped mallet, owing to one side of the head coming to a point like the neck of a bottle. It might be quite easy, with this ungainly instrument, to make one ball thus placed hit the other without striking the peg or wire. Again, it often happens that a ball lies just beyond a wire, in such a position that a short mallet head can not get at it from either side of the wire. We believe the clumsy and unwieldy club, which goes by the name of the Cavendish mallet, to be, for general play, of very little use; but, in such a position as this, it would have a special advantage. In the next place, it is well known that a very heavy mallet will perform the long following-strokes the best, and that a very light one will perform the stop-strokes the best. Accordingly, in order to avoid accidents, and to ensure a victory under all circumstances, a cautious player, taking advantage of the liberty accorded, would arm himself with a bottle-shaped mallet, a Cavendish mallet, a light mallet, a mallet with a short head, and a heavy mallet, and the antagonist and the spectators of the game would occasionally have to wait for his stroke whilst he walked across a ground forty yards long to search his Croquet-bag for a mallet which would draw him out of some difficulty which his own clumsiness had got him into. We sincerely hope that 1871 will put an end to this very objectionable liberty.

3.—In commencing, each ball shall be placed at one foot from the first hoop in a direct line between the starting-peg and the centre of the first hoop, and a ball having been struck is at once in play, and can croquet another or be croqued, whether it shall have made the first hoop or not.

Law No. 3 had already been accepted, so far as the first part of it goes, by the whole Croquet community in the season of 1869. The second part, which makes a ball in play at once on being struck, is in accordance with the general law of games, which does not require that the first stroke or hit, in the commencement of a game, should be a successful stroke or hit.

6.—A ball has made its hoop when, having passed through from the playing side and ceased to roll, it cannot be touched by a straight edge placed across the wires on the side from which it was played.

7.—A player who hits a ball must take croquet, that is, must strike his own ball while in contact with the other, so as perceptibly to stir both. In doing this he is not allowed to place his foot on his ball. A player, when his turn comes round, may hit and croquet each ball in succession, and can do this again after each point made, but between the points can only take croquet once off each ball.

8.—A ball which hits another is in hand, and the player can score no point till he has taken croquet. After hitting

* *The Laws of Croquet.* Adopted at the General Conference of Croquet Clubs. De La Rue and Co.

another a ball may be stopped by any player; but should it in rolling strike and displace any of the other balls, such balls must remain where they are driven; but as the ball was then in hand, no hit can be counted off them.

9.—When a player in his stroke hits two balls simultaneously, he may choose from which of them he will take croquet, and a second hit will be required before he can take it off the other ball.

Laws 6, 7, 8 and 9 repeat, though perhaps in clearer language, what we all knew and practised before, and the only novelty is that the word "roquet" is omitted. The loss, however, though much deplored by many players, does not appear to be great, and the slight alteration in the wording of the Conference Laws by the correctors of the draft (Mr. Whitmore and Mr. McLaughlin) seems to obviate the use of the word altogether.

12.—Should a ball in making its hoop strike another that lies entirely beyond the hoop, and then pass through it, the hoop and the hit both count; but should any part of the ball that is hit have been lying beneath the hoop, the croquet must be taken, but the hoop does not count.

A great improvement on both the laws in the old *Field* rules, and Mr. Jaques' now obsolete code.

13.—A rover which strikes or is driven by another ball against the winning-peg, is out of the game, and must be removed from the ground.

14.—A player who pegs out a rover by a hit loses the remainder of his turn.

We have already given an opinion on laws 13 and 14, at the time they were under general discussion. In the code drawn by the select committee of the N.C.C. (Mr. Muntz, Mr. Law and Mr. Whitmore) the Indian rule was adopted, which provides that only a rover can peg out a rover, and we understand that this rule was proposed by Mr. Whitmore in the Conference and seconded by Mr. Muntz, but that the Conference threw it out by a decisive majority. We maintain that to give occasional games to inferior players, who, not by skill, but by some stroke of luck, come in at the last moment, and peg out a rover, is a very unwise provision, containing no advantage to anybody, and gratuitously producing much ill-will.

As for No. 14, it is evident that to punish a piece of skill by a severe penalty is an instance of indisputable injustice.

20.—If a ball goes off the ground, or be lying within three feet of the boundary, and is not the playing ball, it must at once be brought in three feet from the boundary, and at right angles to it. If it is the playing ball, and goes off the ground, it must at once be brought in three feet in the same manner; but should it have stopped within three feet of the boundary, it may at the option of the player be brought in the full distance, or be played from where it lies.

We entirely approve of law 20, by which the "rush" is allowed to the player who, by a delicate stroke, manages to get inside a ball just brought in from the boundary.

23.—Any player may set upright a peg or hoop except the one next in order; and that, however loose, awry, or slanting it may be, must not be altered except by the umpire.

A good provision, we think, on the part of the Conference. The manipulation of hoops which players happened to be going through, by the players themselves, was always an objection. A very slight movement one way or the other will sometimes make a hoop possible, which without being touched could not by any means have been made.

By way of suggestions and recommendations, is added at the end of the laws:—

The Conference is of opinion that although the game of croquet may be played with six or with eight balls, its beauty is best shown with four, and in drawing up the foregoing laws and regulations has more especially had in view a four-ball game.

In arrangements for public matches the Conference would leave to the decision of the local managers all questions as to the size and shape of grounds, the span, strength, colour, and setting of the hoops, the size and colour of the balls, the nature of the boundaries, and all other details; but recommends that the ground allotted for each game shall not be less than forty yards by thirty, nor the span of the hoops wider than six inches.

This is, we think, as it should be. The striped balls are, in our opinion, a great improvement on the old self-colored balls, Blue, Pink, Black, and Yellow. But the principal thing is, that questions of this sort should not be arbitrarily decided by the fancies of individual players.

The Conference also recommends for consideration and trial a modified form of the Dead Boundary, viz.:—

That if in taking croquet the player's ball go off the ground he loses the remainder of his turn, but that if by the same stroke he make a point or hit, he continues his turn.

On this point a great variety of opinion exists. This law has always been a rule of the Threeshire Club, but has as yet been adopted by no other. It introduces an entirely new principle, which may be good, or may be bad. We should decline to give any sort of opinion ourselves without seeing it tried over a period of many weeks. The Conference has done wisely in giving it a fair chance, but in refusing to insert it as a substantive law.

Taking the laws as a whole, they are not only clear, but are given in so compact a shape, and in such a good sequence, that a very slight addition, at the end of the season of 1870, is likely to turn them into as perfect a code as can be desired. We need hardly add, that being published by De la Rue and Co. they are got up in the best possible style.

REVIEWS.—THE GAMING TABLE.*

PROBABLY no class of readers feel more interest in the subject of Gambling than the card players, and we should, therefore, be wanting in our duty if we did not refer to this book and give our opinion thereon. We never object to a book because it contains a fair amount of paste and scissors, but a book all paste and scissors is too much for our digestion. This book is made up of extracts from every conceivable work from the classic of Greece and Rome to the Newgate Calendar. Throughout, there is a queer mixture of sham heroics and mock morality. The author, in the most glowing language, describes the attractions of a gaming table. He tells us the business is honestly conducted. The chances are but a thirty-seventh of the stake in favour of the table. To obtain their privileges, the proprietors pay £11,000 a year to the government, £25,000 more for beautifying the town, so much for servants, keeping up the establishment, and amusing the public with every description of entertainment; and having convinced his readers that here we have elysium within a few days journey of our own door, the author turns round and says, "My dear children don't go there, gambling is demoralizing; gambling is naughty. It is attractive, I admit, but don't go. If you but stake a florin, you and yours will be reduced to beggary, and you will end your days in the workhouse." It is as if a schoolmaster were to say, "Boys, over that hedge are my apples, they are the best apples in the world, you have had no dinner to-day, there is a gap in the hedge, and I am going into the town and shall not be home till bed-time, if you eat any of my apples I shall thrash you." Is there any boy that under these circumstances would not gorge himself to repletion? We read so much nonsense on the subject of gambling, that we are not surprised to find a sillier book than ordinary on the subject. Mr. Steinmitz, or Messrs. Tinsley, have gambled heavily with this book, and it has turned out a great success, but if the book had died stillborn should we be justified in condemning to eternal perdition the wives and children of the Messrs. Tinsley, because of their husbands and parents gambling propensities. There is little in business that is not gambling. Apparently every kind of remedy has been tried to prevent gambling, and every one has failed. The more the gamblers are persecuted, the lower the class of gamblers necessarily become; and Mr. Steinmitz is astonished that in the lower classes there should be some thieves, rogues, and blacklegs. But in spite of all the moralizing, the tendency of this book is either to make gamblers by the force of example, or to dissuade people from gambling by little moral reflections, and the dullest and most wearing stories that were ever strung together. Mr. Steinmitz is like the parson who told his congregation to do what he said, not what he did. There must be something in gambling to attract such men as Pitt and Fox. There is a craving in our nature different to all other animals which is satisfied alone by gambling. It breaks out some times in one place, and sometimes in another. At one day at Homburg, at the roulette table, at another at billiards, at a third at whist; and to our mind, if the gaming is fair and honest and above board, if the gamblers are men and not boys, and each party to the bargain knows the terms on which he plays, if the gambling is public and for ready money, there is little or no harm done. Permit not honourable men to keep the table: leave this part of the *role* to the knaves. Let the play be in secret, and then it is we get the cogged dice, and young men beggared. In public, practically, there can be no cheating. In private, there is every opportunity for so doing. There is no folly that cannot be carried to excess. Gambling and drunkenenness of course are no exceptions. The man who drinks too much, is a great fool for his pains: he will injure his health. The man who gambles to excess, *i.e.*, plays for more than he is ready to pay without inconvenience, is also a great fool. If you drink too much, you may have delirium tremens; but if you gamble, you will commit forgery and come to the gallows. Test this argument by religion; one third of the lunatics are so from religious follies. Do not, therefore, be religious, or you will become insane. Can anything be more foolish than to adduce arguments of this sort against that which is good, and if so, why should they be introduced against that which is bad? The wrong lies in the abuse, not in the use of anything in moderation, that adds to the pleasure, enjoyment, or good of mankind. There are but two men in all Mr. Steinmitz' book that won by gambling; the one, Colton, the writer of "Lacon," who made money and kept it. The other, General Scott, who appears to have lived on boiled chicken and toast and water, and in consequence won £200,000. In other words, a good player, moderate in his mode of life, will win against foolish men who get excited with drink. We do not doubt it. But to effect this end, to prevent men playing whilst in a state of drink, what is the remedy? We say again,—publicity. Let the play be public, and no one could play who had drunk too much. Let the play be in private, with rogues, and the victim will be plied with drink. Bet, if bet you will, with men known to the world, whose good name is for ever blasted if they do not meet their engagements. But it is begging the question to assume that a man who gambles drinks habitually. Men that gamble do so to win money, not to lose it, and they are not more likely to try to win when they are drunk than any one else is likely to conduct his business under the like circumstances. Nor is it at all a part of the case that gambling and cheating should be synonymous terms. A cheat may be a gambler, but there is no reason why a gambler should be a cheat; and in gambling circles we should expect to find an average of honest men. Rogues there are in abundance in every class; but rogues in gambling are,

* The Gaming Table, by Andrew Steinmitz. Tinsley Brothers, Catherine Street.

we believe, the exception and not the rule. The greatest gambling now takes place at the clubs (about which our author says nothing), and it is an uncommon occurrence to hear of anything dirty being done at the gaming table. In our experience, we do not think we have heard of half-a-dozen cases of cheating in decent society in our lives.

We should like to make every author that writes on the subject of gaming define what it is he means by gaming. There is gaming that is sport, gaming that is innocent, and on the other hand there is gaming by the use of foul implements of play. If writers would explain what they really mean by a term which has probably grown, and which has a different meaning in the minds of men, half the nonsense that is now used in argument by the present generation, borrowed from their predecessors, and intended originally to apply to the one class of cases, would not now be applied to the other. In a hodge-podge of this description it is scarcely necessary to point out the little inconsistencies into which a compiler is apt to fall, but we cannot but think posterity will be rather puzzled with the character of Beau Brummell, who at page 290 Vol. 1 is described as follows: "though by profession a gamester, he was generous, humane and honourable," whilst at page 364 he is described as a first rate sharper, who conspired with others of similar character to cheat the Duke of Bedford, by means of false dice, and fearing a discovery, in consequence of the Duke taking away the dice, cast lots as to who should pick the Duke's pocket, and insert genuine dice in their place. The conspirators quarrelled over the spoil, and our hero, being dissatisfied with his share of the plunder, split on his brother thieves, and informed the Duke what had happened, for which the Duke gave him a handsome present, and ever afterwards gave him his countenance. This is honourable conduct indeed! At page 164 we find the following respecting Roulette; "To render the game equal, without counting in the zero's and other trifles, the winner ought to receive the square of thirty-six instead of thirty-six." Whether the writer, (it is an extract, quoted by the author, from Mr. Whitelocke,) knew the difference between thirty-six and the square of thirty-six, or whether this is simply a slip of the pen we do not know, but fancy any player gaming at a table where, instead of getting £36 he ought to get £1,296! Gamblers must be greater fools than they look. At page 179, Lord Chelmsford is turned into Lord Cholmondeley. The 2nd Vol. commences with an account of all the horrors that arise from gambling, and if this gives a fair version of the truth, every one that gambles commits suicide. No one ever plays without first winning, and as far as we can judge no one ever gambled without becoming a rogue. Many of those that died left us a quantity of moral sentiments, which may be beneficial to the present or future generations, but which do not appear to have had any effect on the actors in the scenes. We judge also by this book that no other class of men ever do get ruined, or ever do commit suicide. We can only protest against this style of writing. It has no effect on the persons to whom it is addressed. Many of the stories are apochryphal, and these cast doubts on the others. Our advocate proves too much,—a position as fatal as any an advocate can commit.

Gaming has always been treated by our Government in a foolish manner. Practical as we are supposed to be in other matters it never seems to have occurred to our rulers that gaming should be treated as an evil (if an evil it be) that cannot be put down, but which might be kept within reasonable bounds; and the writers on the subject always appear to imagine that the laws of political economy are inapplicable to the subject of gaming, just as much as if gamesters were all Irish. Thus we have it stated that the Prince Regent, before he was of age, lost £800,000 at play, yet, so far as we understand, no one won the £800,000. To our excited reason we cannot help thinking some one must have won the money; yet we have already said General Scott, and Mr. Colton, and later on, Crockford, (who, by the bye, we fancy did not die very rich), are the only winners in the whole book; so, in like manner we deplore the loss of £130,000 by the late Marquis of Hastings, but it is nowhere stated that Mr. Chaplin won it, nor is it stated that the Marquis won very largely by betting, and that his resources were expended in riotous living, ultra extravagance, and an attempt, with a moderate income, to keep up the largest racing establishment in the country. His whole loss, we are led to believe, arose from the fact that he gambled and lost.

The more one studies the matter the more difficult it is to ascertain the object our legislature has in view in dealing with gambling. The earliest attempt went to prevent racing for larger sums than £10. This was immediately changed, and no race was lawful for a less sum than £50. Parliament then provided penalties for false gaming, but excluded from the Act games played in the royal palaces. Our lawyers made out horse racing to be a game within the statute, and it followed that horse racing in a palace was legalized at the same time, (if our reading of the statute be right) gaming with cogged dice in the same place was legal. Here, at any rate, was a pretty mess. The same inconsistency seems to follow all legislation on the subject. A paternal Government tries to take care of its subjects in the matter of gambling, instead of letting the subjects take care of themselves. The Government, to prevent gambling, prevented men from suing for wagers exceeding £99 lost at one sitting. This was to make men play for ready money, and not on tick, or ticket, as the statutes have it. They made void all securities given for gaming; first to prevent men being ruined by gaming, and second to make men pay their lawful debts in preference to gaming debts; and what was the effect? why, that men who lost at games did not pay their debts which the law required them to pay, but paid the debts which the law did not sanction, and which by the course the legislature pursued had become debts of honour; debts of a higher signification than bills, promissory notes, and bonds under seal. But muddle as all this is, another consequence followed: the Act that was made to prevent (we suppose) rogues getting the

better of honest men, never prevented the honest men paying, but it gave a legal protection to those harpies. who gambled on credit with the chance of success, and with the certainty that if they lost they would never pay. They are left in the position of tossing on terms, "Heads I win, tails you lose." Wonderful prescience this! Worthy, indeed, of the united wisdom of the greatest men of this our country.

We do not see the connection between fortune telling and gambling. These chapters, with the laws of several games, might well have been left out of the book; whereas, there are many gambling games which our author appears never to have heard of, *e.g.:* Passage, which was put down by an Act passed in the Twelfth year of George II. Not one word is said about the great book-makers. We fancy gambling on races now-a-days would be very insignificant without the book-makers. Why the book-makers are to be exterminated, and the gentlemen who bet with them are not to receive the same sauce we do not understand?

We fancy there is some little inconsistency in telling the public how to make the *sauter la coup*, and then telling them not to cheat, and the inconsistency seems rather strongly marked when we find our author interfering to prevent two boys playing pitch and toss. The conversation is instructive, as it gives a good idea of the author's moralizing powers.

"'And do you generally win?" he asks one of the boys. "No, sir!" he replied, "I oftener lose." I shuddered to conjecture what would be the future of this boy. The word of warning I gave him was received with a shrug of the shoulders, and he walked off with the greatest unconcern."

We fancy Mr. Steinmitz is very ignorant of the games he has attempted to describe. Of Odds we are satisfied he is profoundly ignorant, he seems more at home in telling the old Joe Millers, in the second vol., but even these we are bound to add, are often told incorrectly, and with the point thereof omitted. The book has such an attractive title, and has been so well advertised, that it is sure to sell, but we doubt if any person besides ourselves can honestly say they have read it through from the beginning to the end, but if such a mortal there be, we can most heartily sympathise with him, and we trust he will have his reward.

SIMPLE ENDINGS, No. I.

By F. H. Lewis.

Clubs trumps. A. to lead, A. and B. to make all five tricks.

A.'s Hand.—H A, 10; D Kv, 7; S 10. X.'s—H Kv, C Kg; S Kv, 2; D 9. B.'s—C A, 5; D 4, 2; S 4. Z.'s—D 10, 5; H Kg, 5; S 6.

SIMPLE ENDINGS, No. II.

By the same Author.

Clubs trumps. A. to lead, and A. and B. to win every trick.

A.'s Hand.—C A, Kv, D 10, 9, 8; S 4; H 6. X.'s—C 10, 7; H A, Kv; S Q, 10, 2. B.'s—H Kg, 7, 4; D A, Q; S Kg, 9. Z.'s—S 8, 7, 6, C 9, 6; H 9, 8.

NOTICES TO CORRESPONDENTS.

S. R. *v.* H. W.—"A in dealing places 2 cards on his own hand, and before dealing the next card he takes up the top card of the 2 and gives it to X, thereupon X claims a misdeal on the ground that the wrong card has been given to him, viz., the top instead of the bottom card." X argues that in order to rectify the blunder, A must move two cards. A, on the other hand, says No, I do not move 2 cards, I only move 1. I intended to give you your right card, and thought I had, but if I was giving you the wrong card you should have said so, and not stood by and then profitted by my innocent blunder. I am in time to rectify the mistake before I deal the 3rd card, and the exception to the law clearly points out I can rectify such a mistake so long as I have not given another card. To which X replies it is no business of mine to prevent your making a blunder, you have made it, and must suffer for it. The object of the law is to prevent an opening for cheating, and to allow you to change the card would be to open the door to frauds.—*Ans.* Law 44, paragraph 6, allows the correction of the error, if this can be done by changing the position of one card only. The object of this limit is to avoid confusion, and it is supposed, with reason, that if two or more cards are moved, confusion and error may arise. For the purpose then of this law, we see no difference between moving two cards and moving one card twice. Indeed, if A is to correct his error, three changes are made, viz., 1st, the top card from A to X; 2nd, the same card back again; 3rd, the under card from A to X. Nothing seems more likely than this to favour the confusion which he law seeks to avoid. We think this therefore a misdeal.

S. S. M.—We thought we had answered the question. If you play the 9 on any card not the 8, and you afterwards play the 7, and you have not the 10 in your hand, you have Blue Petered.

Tyro.—With Qn. and another, only 9 or 10 led (2nd player), put on the Qn.

Tholat.—According to our experience the players, good, bad and indifferent will go to that table where there is the highest betting.

B.—With Kg. Qn. Kv. only lead the King. Never lead the Kv., except when you have 5 or more of the suit. The rule is quite arbitrary, but of great importance, because it enables your partner if he knows anything of the game to count your cards at the end of the hand.

Emma, Bezique.—We decline to answer any question on the laws of this game, unless you state by whose rules you play. If you will favor us by stating this, we will construe the multitudinous laws to the best of our ability.

X.—Cam. recommends the lead of the lowest but one of the suit when the leader has no honours in the suit. The system was condemned by Mogul, Emgeen, and one of our leading players, in No. 8 of Vol. 1 of these Papers, but it has its advantages for all that.

Cheltenham.—We should have assumed your partner to be an ignoramus, and should have played accordingly.

LOO, ENGLISH.—There are no authorized rules of the game. Those contained in Bohn's handbook are a farago of nonsense, and we should imagine refer to the antediluvian period; certainly no such game is ever played in these our days. The difficulty of making a set of rules arises from the fact that the game is played in so many different ways, but we may perhaps venture some day to try our prentice hand. As the matter now stands mine host should lay down the rules at starting.

B.—The only guide we can give is, never to part with the king-card of your adversaries' suit unless to save or win the game.

S.—We should consider it very careless on your part to put on the turn-up card to our lead when another card in your hand was equally good. To give an instance of this:—Our partner turned up the 10; our first lead was a trump, on which our partner put on the 10; later on in the hand we got out all the trumps except the 9, and having the best trump left we led trump again to kill the 9 which must apparently be in our adversarys' hand. To our horror the 9 came from our partner, and we did not win the game. This was of course a double blunder, because if the 10 had not been turned up he ought to have played the 9, but such is the perversity of some whist players it is impossible to get them to understand the rudiments of the game.

THATCHED HOUSE CLUB.—In the first hand of a game of Whist A and C make 7 tricks, but C having revoked, the adversaries claimed 3 of their tricks and added them to their own pack, and so scored 3 to love. Are they entitled to do so? A contends that if they score 3, his side is entitled to score 1 for the odd trick.—*Ans.* A is wrong. The adversaries rightly took 3 of A's tricks. That was the most beneficial way to inflict the penalty. A. has no longer got an odd trick to score. What would be the good of taking away the tricks if A still retained the right to use the tricks thus taken away to make up his score of the odd trick? How can they take away and leave the tricks at the same time? When the tricks are taken they must belong to one side or the other, they cannot belong to both.

M. GEEN.—Thanks for the hand. Your play was, of course, right. The result is very unfortunate. We cannot abandon a sound system of play because in an extreme case like this it turns out ill. The rules are for average hands, and you played on the assumption that the cards not in your hand were fairly divided. It did not so turn out. We think to publish such a hand would have the effect of making young players doubt good play, because it does not turn out right. Whist can never arrive at such a pitch that the best play will always be right. We see bad play succeed where good fails, but in the majority of examples we find the good play beats the bad. Deal out the 39 cards not in your own hand to the three players one hundred times, and we venture to say by leading as you did you would get the odd trick seventy-five times out of every hundred.

(LINCOLN.)—A leads out of turn, Z leads and calls the exposed card. He continues calling the exposed card for three tricks, when B, A's partner, gets in. Z then claims to call a suit. The exposed card has not been played, A having followed suit every time. Can Z still call a suit.—*Ans.* No, we think not. There is a choice of penalties. Z might call either the exposed card or a suit when B got in. He has chosen to call the exposed card, and can continue to call; but, having called, although it did not come, he cannot change his tactics and now call a suit.

J. C.—Thanks for the game. It shall appear next month.

WHIST.—A good deal depends on good play. Success more often depends on a good deal.

BRIGHTON.—If we had our choice we would never play with any but the tinted cards. At the present time of all our makers Messrs. Bancks alone manufacture cards of this description that will deal with comfort.

T. HOPWOOD.—We much regret having overlooked the Chess study you so obligingly sent us some time ago. Black is, however, so superior in force and the correct mode of play appears so obvious, that we think it would have no interest for our readers. We should be glad to receive some of your own problems.

H. M. P., THATCHED HOUSE CLUB.—We are much obliged for the hand you have sent. Indeed we are always grateful to any one that sends us a hand with any point in it. Your play in leading the inferior trump is very good; but the unfortunate point is that your ingenuity in thus playing to win the game is occasioned by a difficulty you have made for yourself in taking your partner's 9 of trump with the 10, which was quite an unnecessary waste of powder. If you do not take your partner's 9 you cannot fail to win the game, except by some outrageous play on the part of your partner. His natural lead after winning with the S 9 would be a D. You are in this position, that you have won with the C 10 and you must make 4 trumps—the A of H, the Kg. Kv. of D and the club A. Were this the only flaw in the hand we should only be too happy to publish it; but the play of the leader, who (1st) will not lead originally from five trumps, and (2) having won with the D A, will not return his partner's suit nor continue his own, but leads from two Hearts headed by the 9, is too outrageous for any modern players.

T. M., (POOL).—My ball is under the edge of the table close over the corner pocket. In trying to strike the ball the side of my cue touches the ball, which rolls into the pocket. Is this a foul stroke, or do I lose a life? *Ans.* You lose a life, because the ball went into the pocket. Had it not done so after being touched accidentally it would have been a foul stroke properly so called; in which event you play as usual on the last player. You cannot take his life, but may lose your own by missing, pocketting your own ball or forcing it off the table. The law of foul strokes is different in Billiards and Pool.

N. S. S.—A leads a Club, X plays a Spade. B, A's partner, wins the trick, but does not turn it. He then plays again, when X finds he has a Club. Is this a revoke?—*Ans.* No, the revoke is not complete until the trick is turned and quitted, or X or his partner has played again.

H. W., WESTMINSTER CHESS CLUB.—Z deals. A leads a H. When it is Z's turn to play he takes up the trump card and wins the trick, and before the trick is turned, I (B) ask to see the trump card. Z objects, and says I am too late, but tells me what are trumps. I contend I have a right to see the trump card until the 1st trick is quitted.—*Ans.* We can find nothing in the law connecting the taking up the trump card with turning the 1st trick. The law (52) says it is the dealer's duty to take up the trump card when it is his turn to play to the 1st trick; and (53) after the dealer has taken the trump card into his hand it cannot be asked for. The dealer has therefore taken up the trump card at the right time. He has then played. Why should he show you the trump card then any more than in the middle of the hand?

— CLUB.—If a member of the club owes you money over a gambling transaction you ought to bring the matter before your committee. It is an obvious duty to do so, to prevent your brother members being mulcted in like manner.

THE DRAMATIC ARTICLE.

It is not our intention to abandon our criticism on the Drama. So many of our Subscribers appear to take a greater interest in our able Contributor's Notes than we had anticipated that, in deference to their views, the Articles will be continued as occasion may require.

The Westminster Papers.

1st JUNE 1870.

THE CHESS WORLD.

" The whisperings of our petty burgh."

THE match between Messrs. Steinitz and Blackburne, the conditions of which we announced last month, has been won by the former. Only two games were played, and they will be found in another part of this number. The first game occupied thirteen hours in playing, and resulted in a draw; and our readers can judge for themselves whether—so to speak—the game is worth the candle; but, to our mind, no single game of Chess that ever was played justified an expenditure of so much time and labour.

The worst of this slow play is that it infects every tyro who witnesses it; and we have frequently observed that club-play becomes much slower and duller than usual after a match or tournament. We are quite willing to make every allowance for the players in an important match, but we believe that the slow play which now prevails upon ordinary occasions is the effect of the vicious example of great players in recent times.

It would, of course, have been more pleasing to our national vanity if we had to record a victory for the English champion, but we are bound to own that no man better deserves success in Chess than Mr. Steinitz. With an extensive knowledge of the " bookish theoric," he possesses the originality of true genius, and few Chess players have so conscientiously cultivated their natural powers by intelligent study and laborious practice.

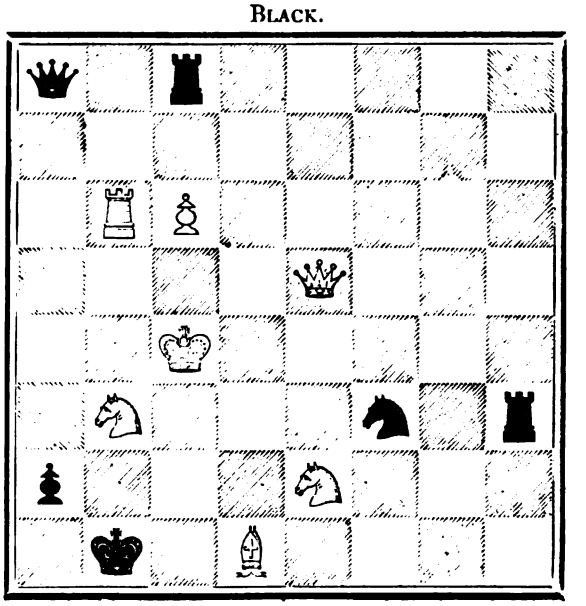
A few months ago we called our readers' attention to the formation of a new City Chess Club. The " City of London " holds its meetings at 11 Bishopsgate Street Within, and we are gratified to learn from the courteous secretary, Mr. Chappell, that it is rapidly increasing in numbers.

Between this young Club and the St. James's there has been an interchange of evening visits, which have afforded the highest pleasure to the members of both Clubs. The result of the play on each occasion was in favour of the City, their score at the first meeting being 23 to 8, and at the second 12 to 9 and 2 drawn. Meetings of this kind do more to promote a love for Chess than a score of formal tournaments for large prizes. There is, however, attending them, the great danger that the friendly contests may become embittered by some momentary feeling of chagrin upon defeat, or an undue triumph upon victory. The rivalry between the Clubs should not be without spirit, of course, but it should be generous withal; and it should always be remembered that next to winning at these social gatherings the greatest pleasure is to be found in losing.

We do not anticipate any difficulty of this kind here, our remarks being intended for general application only; but we have had some experience of these matters, and should much regret to see any differences between Chess players from such petty causes.

The Leipsic *Schachzeitung* for May contains an amusing essay, illustrated by what the author calls Chess Witticisms. These are given in a series of Problems or *Fantaises*, the conditions of which are that White, after retracting his last move, is to force self-mate in one move. As this is an application of what we may now call an old idea to suicidal problems, we append one of these Chess jokes for the amusement of our problem-solving friends.

BLACK.



WHITE.

A continuation of Kling and Horwitz's "Chess Studies," by Mr. Horwitz, is in course of preparation, and is to be published after a sufficient number of subscribers have been obtained. Mr. Horwitz's repute as an able Chess analyst will be a sufficient recommendation of his work without any from us; nevertheless, we may express our hope that he will be loyally supported in his undertaking by the Chess-playing community. We observe that the prospectus makes no mention of the price to subscribers, an omission which may possibly cause some delay in completing the list—we have, however, heard that ten shillings is the amount.

Rumour announces the approaching advent of a new Chess Magazine, and thus satisfactorily explains the depreciatory criticism of all existing ones which we last month quoted from the *Era*. The prospectus-monger has not yet spoken, but the jade of many tongues declares that the new journal will be a prodigy of Wit and Learning. The original fountains thereof will be specially laid on, and it is said that Messrs. Staunton and Lowenthal have been retained as turncocks (if we may employ so bold a simile) to regulate the supply. It is just possible, of course—although rumour is silent on this head—that the supply may be also, to some extent, regulated by the demand; but who can doubt the certainty of a demand for Wit and Learning, or the liberality of the supply from such a brace of editors. The new venture ought certainly to be successful, for the knowledge of European Chess possessed by one of the gentlemen named, with the extraordinary acquaintance evinced by the other with the practice of Chess in more remote regions, should make up an attractive combination. For ourselves we shall welcome the stranger as a fellow labourer for the advancement of the interests of Chess; and the names of Staunton and Lowenthal are sufficient guarantees to us that it will be an efficient one.

In the enthusiasm of these veterans there is a good lesson to the modern *laissez faire* school of Chess players, although we must say that the conjunction of their names furnishes our "historic conscience" with some curious reflections.

We are not going to utter reflections in any sense, but, if rumour speaks the truth on this occasion, who can henceforth doubt the prophecies of Cumming, or the philosophy of Tupper? We are probably on the eve of the Millennium, and it is quite certain that the "heroic" has ceased to be an attribute of man.

CHESS IN FRANCE.

If the present state of Chess in France cannot be regarded as satisfactory, there is at least much hope of a speedy improvement in its condition. The country to which the world is indebted for Philidor, Deschapelles and Labourdonnais possesses, we doubt not, many sons as capable as these, and an extended interest in the game will, we trust, soon produce for France a champion worthy of her great renown in the annals of Chess. A hopeful indication of her reviving prospects is to be found in the number of Chess works issued from the French press within the last few years, and lately we had the pleasure of recording the establishment of a new monthly journal, *L'Echiquier*, edited by M. Sanson. In the April number of *L'Echiquier* M. Sanson begins a series of "First Lessons in Chess," on a plan so simple and comprehensive that it commands our unqualified approval.

Although no instructions derived from books will make a good player without much practice with opponents of all sorts, yet we may be quite certain that no man can ever become a first-class player without a sound knowledge of the "openings." We think, therefore, that in these lessons M. Sanson is doing "yeoman's service" for the regeneration and spread of Chess in France, and we offer him our hearty wishes for the success of his enterprise.

The following is a prospectus of the "lessons" which will appear from month to month in the pages of *L'Echiquier* :—

1. The Laws of the Game, description of the moves of the pieces, and counsels and maxims for playing.
2. Analysis of the Openings, divided into three books :—1. Regular Openings ; 2. Gambits ; 3. Irregular Openings.
3. A collection of Model Games, classified according to the Openings, with copious Notes.
4. Analysis of Games at odds with examples of Games.
5. Studies of End Games.
6. Studies of Pawn Endings.
7. End Games, illustrating instructive positions.
8. Problems selected from those published up to the present time.

We have only to add that the annual subscription is ten francs (eight shillings), and that *L'Echiquier* may be obtained from Messrs. Barthés and Lowell, 14 Great Marlbro'-street, London.

END GAMES.

WITH the view of shewing our younger readers some of the infinite resources of fine Chess players in difficult situations, we purpose giving from time to time a series of End games from actual play, selected from various sources. As our object is not so much to present a puzzle to be solved as an example to be studied, we shall in all cases give the moves made by the players, with occasional comments if necessary.

No. I.

J. MINCKWITZ. BLACK.

R. SCHURIG. WHITE.

Black had the move, and drew the game as follows :—

BLACK.	WHITE.
1. Kt to K Kt 6	1. P takes Kt
2. P takes P	2. Kt to K B 3
3. B to K Kt 5	3. Q to Q 2
4. R takes Kt	4. P takes R
5. B takes P	5. Q to K Kt 2
6. B takes Q	6. K takes B
7. Q to K R 7 (ch) and draws by perpetual check.	

No. II.

AMATEUR. BLACK.

STEINITZ. WHITE.

White had the move, and won as follows :—

WHITE.	BLACK.
1. B to K R 5 (ch)	1. K to B sq
2. Kt to K B 5	2. P to Q B 3
3. Q takes B (a)	3. P takes Q
4. B to Q Kt 4 (ch)	4. P takes B
5. R to B 8 (ch) &c. &c.	

(a) A beautiful conception ; but White can also mate in a few moves, by 3 B takes K B P, &c.

No. III.

V. KNORRE. BLACK.

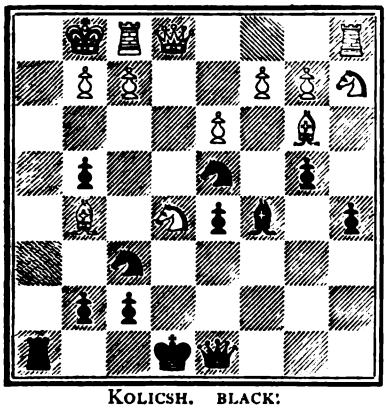
G. R. NEUMANN. WHITE.

White had the move, and won as follows :—

WHITE.	BLACK.
1. Q to Q 5	1. P to Q B 3
2. P to K 6	2. P takes Q
3. P takes P (dble. ch)	3. K to Q sq
4. R to K 8 (ch)	4. R takes R
5. P takes R becoming a Q (ch)	5. K to B 2
6. Q to K 7 (ch)	Resigns

No. IV.

AMATEUR. WHITE.



KOLICSH. BLACK.

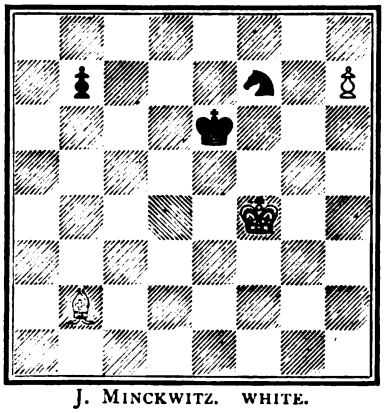
Giving Q R and move.

Black had the move, and won as follows :—

BLACK.	WHITE.
1. Kt to K 5	1. B takes Q
2. Kt to Kt 6	2. P takes Kt
3. Kt to B 6 mate	

No. V.

HERR METYER. BLACK.



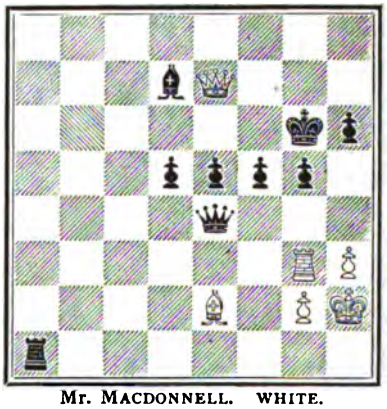
J. MINCKWITZ. WHITE.

White had the move, and won as follows :—

WHITE.	BLACK.
1. B to B 3	1. P to Kt 4
2. B to R sq	2. P to Kt 5
3. B to Kt 2	3. P to Kt 6
4. K to Kt 4	4. K to K 2
5. K to R 5	5. K to K sq
6. K to Kt 6	6. K to B sq
7. B to B 6	7. P to Kt 7
8. B takes P	8. K to K sq.
9. K to Kt 7	9. K to K 2
10. B to B 3	10. K moves
11. B to B 6	Resigns

No. VI.

Mr. E. BLACK.



Mr. MACDONNELL. WHITE.

White had the move, and won as follows :—

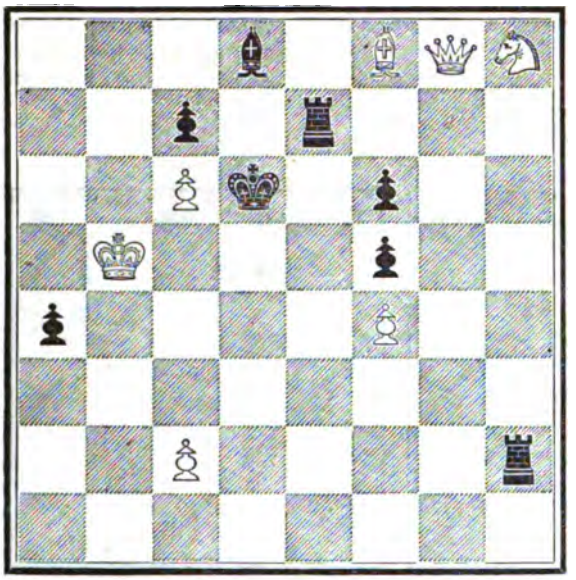
WHITE.	BLACK.
1. B to K R 5 (ch)	1. K takes B
2. R takes P (ch)	2. P takes R (a)
3. Q to K R 7 mate	

(a) If 2. K to R 5 then 3. R to B 5

PROBLEMS.

Problem No. V.—By R. B. Wormald.

BLACK.

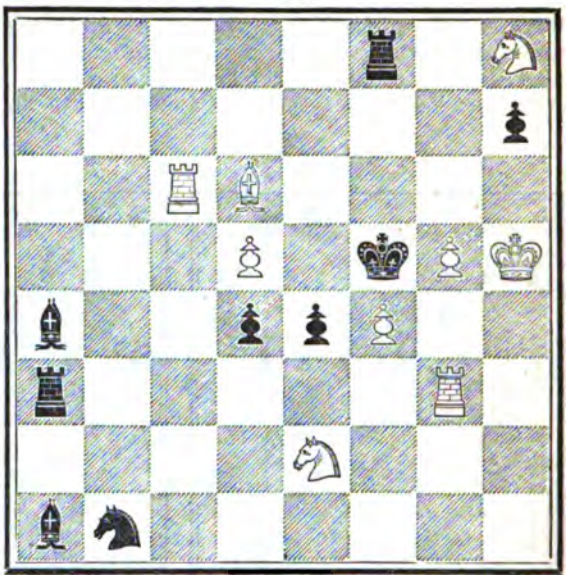


WHITE.

White to play and mate in three moves.

Problem No. VI.—By V. N. Portilla.

BLACK.



WHITE.

White to play and mate in four moves.

Problem No. VII.—By J. H. Blackburne.

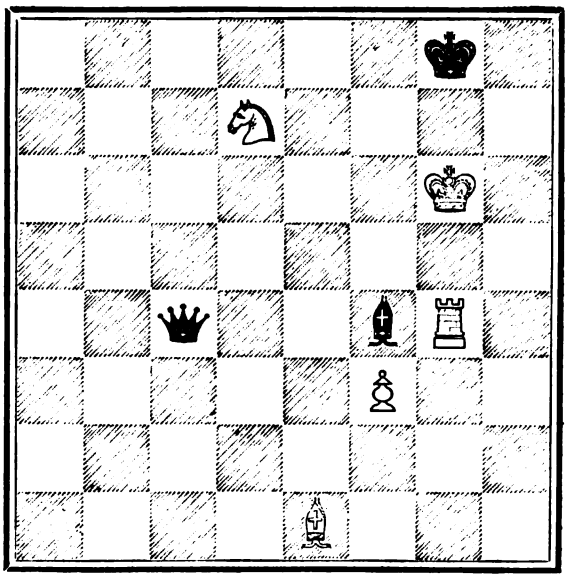
BLACK.

WHITE.

White to play and mate in four moves.

Problem No. VIII.—By B. Horwitz.

BLACK.



WHITE.

White to play and win.

SOLUTIONS OF PROBLEMS IN THE APRIL NUMBER.

No. XLV.

WHITE.	BLACK.
1. R to K 3	1. B to K 4
2. Q to Kt 6	2. Anything
3. B mates.	

No. XLVI.

WHITE.	BLACK.
1. R to Q 7	1. K to K 5 (a)
2. B to Q 4	2. P to K 4
3. R to Q 8	3. P takes B
4. R to K 8 mate.	
(a)	1. K to B 3
2. Kt to Q 3	2. P to K 4
3. B to Q 8 (ch) & Kt mates next move	

No. XLVII.

WHITE.	BLACK.
1. R to K R 4	1. R to Q B 4 best
2. Kt to Q 6	2. R to Q B 7 best
3. B to Q B 5	3. R moves
4. Q takes Kt P (ch)	4. P takes Q mate

No. XLVIII.

WHITE.	BLACK.
1. B to Kt 2 (ch)	1. R takes B
2. Kt to B 6 (ch)	2. K to K 3
3. B to Q 5 (ch)	3. K to Q 2
4. Q to B 8 (ch)	4. K takes Q
5. B mates.	

GAMES.

GAME IV.—The two following games were recently played between Messrs. Steinitz and Blackburne for a prize of £6 and the City Championship.

White. Mr. Blackburne.	Black. Mr. Steinitz.	White. Mr. Blackburne.	Black. Mr. Steinitz.
1. P to K 4	1. P to K 4	28. R takes R	28. R takes R (ch)
2. Kt to K B 3	2. Kt to Q B 3	29. Q takes R	29. B to Q 2
3. B to Q Kt 5	3. K Kt to K 2	30. K Kt to Q 5	30. B to Q sq
4. P to Q B 3	4. P to Q 4	31. B to B 2	31. Kt to B sq
5. Q to Q R 4	5. P to K B 3 (a)	32. K to B sq	32. K to B 2
6. P to Q 3	6. B to Q 2	33. K to K 2	33. K to K sq
7. Castles	7. P to Q R 3	34. K to Q 3	34. Q to B 2
8. B takes Kt	8. B takes B	35. K to Q B 2	35. B to K 3
9. Q to Q B 2	9. Kt to Kt 3	36. K to Kt 2	36. Kt to R 2
10. B to K 3	10. B to K 2	37. P to Q Kt 4	37. Kt to B 3
11. Q Kt to Q 2	11. Castles	38. K to R 3	38. Kt to Kt sq
12. K R to Q sq	12. Q to K sq	39. P to R 5	39. Kt to Q 2
13. Kt to K B sq	13. B to Q 3	40. Q to Q 3	40. P to K B 4
14. Kt to Kt 3	14. Kt to K 2	41. Kt to K 3	41. P to B 3
15. Kt to R 4	15. P to K Kt 3	42. K Kt to Q sq	42. B to K 2
16. P to Q B 4 (b)	16. P takes Q B P	43. K Kt to Kt 2	43. Q to K B sq (e)
17. P takes P	17. Kt to B sq	44. Q Kt to R 4	44. Q to R 3
18. Kt to B 3	18. K B to K 2	45. B to Kt sq	45. P takes P
19. P to B 5	19. Kt to R 2	46. P takes P	46. Kt to K B 3
20. Kt to K sq	20. Q to B 2	47. Q to Q B 3	47. Q to B 5
21. Kt to Q 3	21. K R to Q sq	48. Q to K B 3	48. Q to Q 7
22. P to B 3	22. R to Q 2	49. Q to Q B 3	49. Q takes Q Kt P
23. Kt to K 2	23. Q R to Q sq	50. Q takes K P	50. K to B 2
24. P to Q R 4	24. Q to K 3	51. Q to Q 4	51. Kt takes P
25. Kt to Q B 3	25. K B to B sq (d)	52. Kt to Q B 4	52. B to B 3 (f)
26. P to Q Kt 3 (c)	26. B to K 2	53. Q takes Kt	53. Q takes B
27. K Kt to Kt 4	27. R takes R (ch)	54. Kt to Q 6 (ch)	Drawn game.

(a) This move appears to have been overlooked by all the authors. It was first played by Mr. Steinitz in a game against Mr. Wisker, played in the tournament of 1868, and appears to give the second player an even game at least.

(b) A very fine move, liberating his own pieces and threatening to win a piece, or the exchange if Black answers with P to Q 5.

(c) Necessary before playing Kt to Kt 4. If White had now made that move Black would have replied with Q to B 5. Then follows :—

R takes R (best)	R takes R
Kt takes B	Kt takes Kt
P to Q Kt 3	Kt to Q 5, winning a pawn at least.

(d) The game was adjourned at this point. Although White's game looks superior, a close examination will show that Black has a slight advantage.

(e) Threatening to exchange a piece for three pawns, and also Q to R 3.

(f) A deplorable blunder, which throws away the game. Q to Q B 7 would have won easily. Suppose –

52. Q to Q B 7

53. Kt to K 5 (ch) best

for if 53. Kt from R 4 to Kt 6 then 53. B to B 3

54. Q takes Kt and Black plays B to B 7 (ch), winning the Queen.

	53. K to Kt 2
54. Q to Kt 2	54. Q to Q 8
55. B to Q 4	55. B to B 3
56. Kt to Kt 6	56. Kt to B 7

And Black will win.

GAME V.

White. Mr. Steinitz.	Black. Mr. Blackburne.	White. Mr. Steinitz.	Black. Mr. Blackburne.
1. P to K 4	1. P to K 4	22. Kt takes R	22. R takes Kt
2. P to K B 4	2. B to Q B 4	23. R takes P	23. P to K 5
3. Kt to K B 3	3. P to Q 3	24. Kt to R 4	24. B to Kt 5
4. B to B 4	4. Kt to Q B 3 (a)	25. P to R 3	25. B to B sq (e)
5. P to B 3	5. Kt to B 3	26. R takes B (f)	26. P takes R
6. P to Q 3	6. Castles	27. R to B sq	27. B to K 3
7. B to Kt 3	7. Q to K 2 (b)	28. R to B 4 (g)	28. B to B 5
8. P to B 5	8. P to Q 4	29. Kt to B 5	29. Q to Kt 4
9. Q to K 2	9. P takes P	30. Q takes Q (h)	30. R takes Q
10. P takes P	10. B to Q 2	31. Kt to K 3	31. B to Q 6
11. B to K Kt 5	11. P to Q R 3	32. R takes B P	32. R to Kt sq
12. Q Kt to Q 2	12. P to Q Kt 4	33. Kt to Kt 4	33. R to Q sq
13. Kt to K B sq	13. Kt to Q R 4	34. Kt to B 6	34. P to K 6
14. Kt to Kt 3	14. Kt takes B	35. R to Q 7	35. R takes R
15. P takes Kt	15. K to R sq	36. Kt takes R	36. B to K 5
16. Kt to R 5	16. B to B 3	37. P to K Kt 3	37. B to B 4
17. P to Q Kt 4 (c)	17. B to Kt 3	38. Kt takes P	38. B to K 3
18. B takes Kt	18. P takes B	39. P to R 4	39. K to Kt 2
19. Q to Q 2	19. B takes P (d)	40. K to K 2	40. K to B 3
20. Q to R 6	20. R to K Kt sq	41. Kt to R 8	41. K to K 4
21. Kt takes B P	21. B takes P	42. Kt to B 7	42. Resigns.

(a) Mr. Steinitz considers this move perfectly safe. Kt to K B 3, the move recommended by the "Books" at this point, can, he says, be answered by P to Q 3, and if Black plays Kt to Kt 5 White obtains a fine game by Q to K 2, afterwards moving K to B square if the Bishop checks.

(b) A weak move.

(c) A wise precaution, before proceeding to win the exchange. White's object was to drive this B to a position where he could be captured by the Rook in a moment of danger.

(d) The best move, for if R to K Kt sq, then follows :—

20. Q to R 6	20. R takes P
21. Kt takes R P	21. R takes Kt

22. Q takes B, with a decisive advantage in a simple position.

(e) If Q to K 4 the following is a probable variation :—

26. R takes K B (best)	26. Q to Kt 6 (ch)
27. K to B sq	27. R to Q R sq
28. P takes B	28. R to R 8 (ch)
29. K to K 2	29. Q to Q 6 (ch)
30. K to B 2 and wins	

(f) See note (c)

(g) Q to B 4 looks stronger, but is not so in reality, for Black might have replied with (28) R to Q sq, and then follows :—

29. Q to K 5 (ch)	29. K to Kt sq
30. Kt to B 5	30. R to Q 8 (ch) and wins.

(h) White might have played Q takes Q Kt P, but the move in the text is simpler and just as effective.

GAME VI.—Played at Westminster Chess Club on the 1st of Dec. 1869, between Messrs. Bird and Boden.

White. Mr. Bird.	Black. Mr. Boden.	White. Mr. Bird.	Black. Mr. Boden.
1. P to K 4	1. P to K 4	11. B takes P	11. Kt to K 3
2. Kt to K B 3	2. Kt to Q B 3	12. Kt to Q B 3	12. Castles
3. B to Q Kt 5 (a)	3. P to Q R 3	13. Kt to Q 5	13. P to Q Kt 4
4. B to Q R 4	4. Kt to K B 3	14. Kt to K B 6 (ch) (c)	14. B takes Kt
5. Castles	5. B to K 2	15. P takes B	15. P to K Kt 3
6. P to Q 4	6. P takes P	16. Q to Q 2	16. K to R square
7. P to K 5	7. Kt to K 5	17. Q to K R 6	17. R to K Kt square
8. P to Q B 3	8. P takes P	18. R takes Kt	18. Q P takes R
9. R to K square	9. Kt to Q B 4	19. Kt to K Kt 5	
10. B to Q B 2	10. P takes P (b)	And wins.	

(a) The "Ruy Lopez" is Mr. Bird's favorite opening, and in his hands it is indeed formidable.

(b) Mr. Boden seems to be in a careless mood. This move assists the development of White's attack.

(c) An excellent conception, and quite in White's old style.

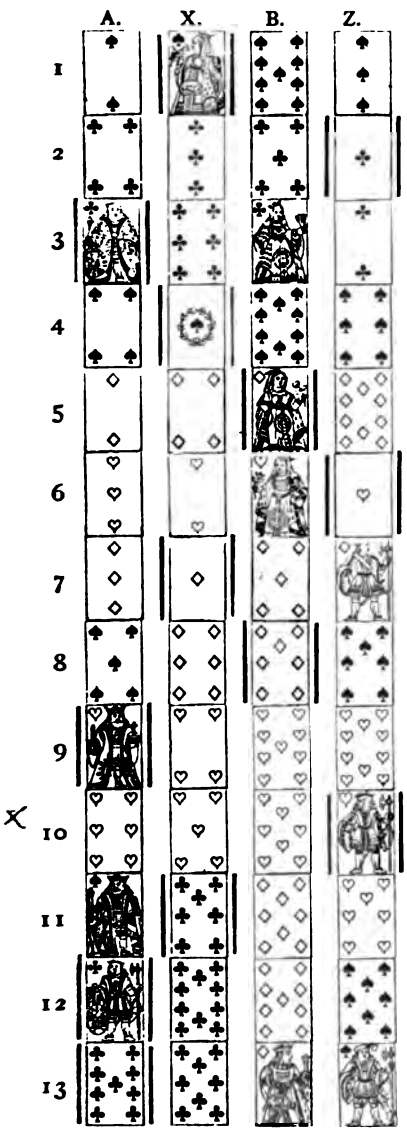
WHIST.

A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 4.

A's Hand.—H Kg, 6, 3; S Kg, 5, 4, 2; C Kg, Kv, 9, 4; D 3, 2.

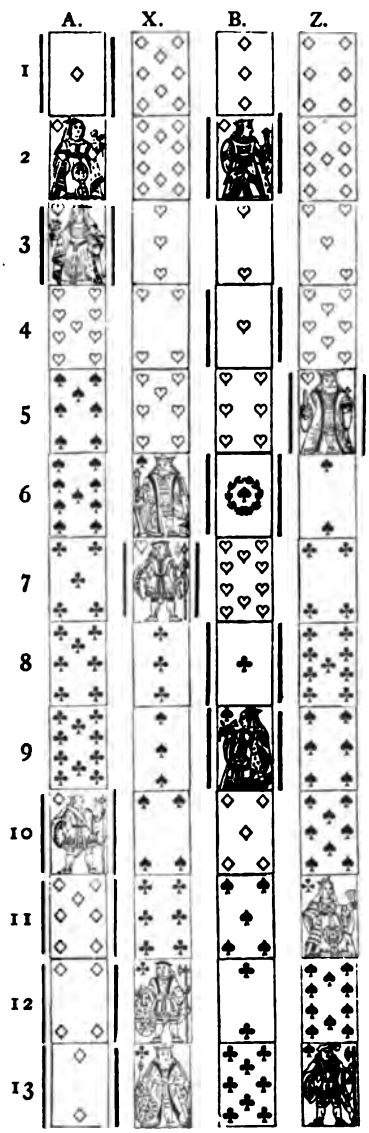
Score—3 all. Z turns up C 2.



HAND No. 5.

B's Hand (Ed.)—S Ace, Q, 5; C Ace, 8, 2; H Ace, 10, 6, 2; D Kg, 5, 3.

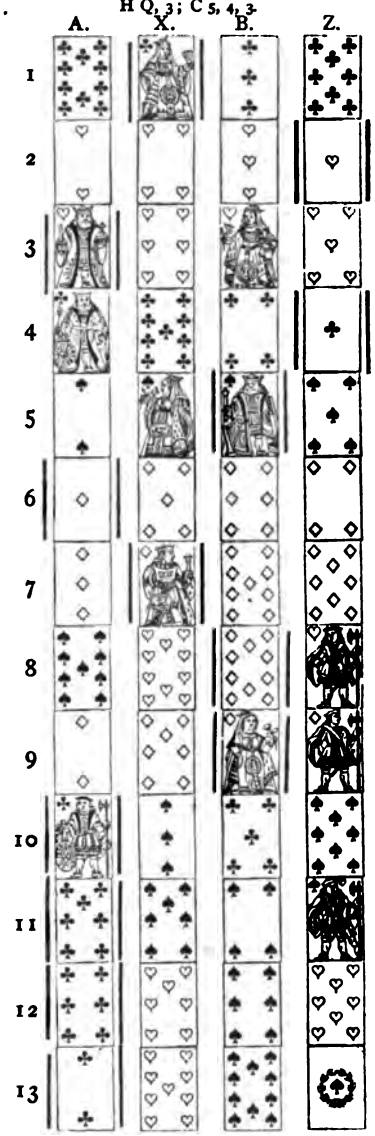
H trumps. Score—Love. Z turns up H 5.



HAND No. 6.

Score—Love all. Z deals and turns up D Kv. Played at the Westminster Chess Club, 11th May 1870.

B's Hand (Ed.)—D Q, 10, 9, 6; S Kg, 10, 6, 4; H Q, 3; C 5, 4, 3.



HAND No. 4.

Notes.—10. This is the only play in the hand. A knows X has the 3 trumps and probably a small Heart. Z probably has the best Heart, but it matters not whether X has it or Z, provided, if the latter has it, A throws away the best Spade. Observe, if A leads the S Kg, X trumps it and leads the Heart, and thus makes three out of the four tricks. A muff would have led the Spade.

HAND No. 5.

Notes.—1. A, of course, leads his long suits, and having Ace, Q, Kv, leads the Ace and follows with the Q. 2. B having only Kg and another left, properly puts on the Kg to prevent A's suit being stopped. 3. B now knows that A has the four long Diamonds and plays accordingly. 7. The lead of the losing trump is the only way to win the game. 8 and 9. B takes with the C Ace and leads the Q of Spades, presuming that his partner must have the 4 Diamonds. A, of course, knows that it is for this B is playing, and he equally well knows that B possesses the D 5.

HAND No. 6.

Notes.—1. The recognised lead from Kg, Kv, 10. X properly covers the 10 with Q. 2. X leads from his longest suit. 3. Should not Z have opened the Spade suit? 4. Z now opens his own suit. He would have forced the wrong hand had he continued the Hearts. 5. B having 4 trumps and it being clear that A has all the Clubs, from the fall of the cards, plays trumps, although the Hearts are against him. 7. B can now place the trumps. The trumps left in are the 2, which must be in A's hand; the 7, which must be in X's hand; and the Kv, which is turned up. X would have done better to have returned the Spade. Z assumes X has two more Hearts, and therefore discards his best.

JOTTINGS.—THE RETURN LEAD.

THOSE wretched individuals, our predecessors, Hoyle, Mathews and Deschapelles, have taken the bread out of our mouths. We complain of them on two grounds. In the first place, about those subjects on which they have written they have said nearly everything that can be said; and, in the second, about those subjects on which they are silent there is nothing to say. Whether it is more difficult to write on a subject on which these great players have written, or on a subject about which they have failed to write, is an enigma to which we have hitherto never sought a solution; and now that we seek it the problem is less to our mind than we anticipated. We find in their works the most ample directions as to the leads, suggestions innumerable as to the finesse, rules for the guidance of 2nd, 3rd and 4th players, but nowhere do we find the next and most natural subject, —when and under what circumstances should a good player return, or refrain from returning, his partner's original lead? It is true, we have the maxim well instilled into our youthful minds that we are to return our partner's lead; and, if maxims were always true, there would be an end of the matter; but, unfortunately, to all maxims there are so many exceptions that we can take them as no guide, and to follow this one implicitly would be to make Whist players into machines, which sent back a card of a particular suit like a shuttle in a weaving machine, because the starter at the game had begun with that suit, and Whist would cease to rank as an intellectual pursuit. J. C. dismisses the subject in a single sentence—"Return your partner's lead when you have not good suits of your own." Hoyle is not much more copious in his ideas. The verbiage is greater, and his proposition weaker, but the effect seems the same—"You need seldom return your partner's lead immediately if you have good suits of your own to play, unless it be to endeavour to save or win a game. What is meant by good suits is, sequences of Kg, Qn, Kv, or Qn, Kv and 10." Mathews says—"If you win your partner's lead with the Qn, unless in trumps, do not return it; it is evident the Ace or Kg lies behind him, and you give the tenace to the adversary." "It is generally right to return your partner's lead in trumps, unless he leads an equivocal card, such as a 9 or 10." More guidance than this in all the great writers (including Cavendish) we look for in vain, and we cannot but think the information meagre, and that more explanation might be given to the tyro.

To deal first with trumps. An original lead of trump should always be returned, except in one instance hereafter mentioned. To lead trump originally the leader must have overwhelming strength in trump, or he is leading from weakness in trumps, with absolute superiority in every other suit. The exception to which we have referred is when the adversaries are at 4 or at 3, with an honour turned up to the leader's left, and the leader plays a card which, from its nature or from the fall of the cards or from those in the 3rd player's hand, it is morally certain that the lead is from weakness. In that event finesse deeply, and do not return the lead, unless it will answer your purpose, judging by your own hand. At this point of the game a trump lead is sometimes forced on a player.

The first question that would arise in discussing the subject of the Return would be this. Have we sufficient strength in trumps to justify the lead of a trump? If this be so, of course a trump should be led. The guide to this is the number of trumps and the safety of the two suits not yet touched, giving our partner credit for possessing sufficient protection in the suit he has led. This subject has been sufficiently dilated upon by Cavendish and J. C., because the rules that are applicable to an original lead will apply equally to a player having won the first trick on his partner's lead, with the additional advantage that we know our partner's suit, but with the disadvantage that our partner had not sufficient strength to justify him in leading trumps. This part of the subject may, therefore, for the present, be disregarded. We think Emgeen, in his letter to us, published in No. 9, Vol. II., showed conclusively that the lead is of great advantage, and it follows from this that two original leads, one from the first player and one from his partner, is of greater advantage. Supposing, therefore, the 3rd player has won the first trick, or got in at an early period of the game, then, to our mind, the rule should not be as the maxim has put it,—"Return your partner's lead,"—but rather, "shew your suit;" let your partner have the same information as to your suit that he has already given you. It does not appear to us to matter much which maxim is followed, because the exceptions to each are so numerous. Each hand must be judged on its own merits. In considering the course you ought to adopt, always bear in mind the strength or weakness of your trumps, and, in all doubtful cases, be guided by this—If strong, and yet not sufficiently so to justify a lead of trumps, always shew a 4 suit, even though the best be a Qn or Kv. If weak, return your partner's lead rather than touch such a suit. The key-note, in doubtful cases, should be strength in trumps; but there are many cases that are not doubtful, as, for example, if you have a commanding suit, or a suit of Kg, Qn, 10 and another, or Qn, Kv, 10 and another, we should shew our suit rather than return our partner's suit. Of course, much must depend on the nature of the card led, and often on the card you can return, thus—(1) If you have the King card of the suit it should always be returned. (2) When you can clear your partner's suit, by the return of the 2nd or 3rd best card of your partner's suit, it is nearly always right to do so. *E.g.* A nine led, and won by you with the Qn, if you have the 8, it would be good to clear the suit, and get rid of the Ace, which is in your right-hand adversary's hand,

and you have thus one suit clearly in your favour useful to come in if the trumps are out, or to force your adversary if you are too weak to lead trump. In this we assume that the lead was from Kg, Kv, 10, 9. It is tolerably clear that this is so. In the case just given—without the 8 in your hand it would be right to return it—we would say, therefore—(3) If it be clear your partner has the 2nd and 3rd best of his own suit, the Kg card being against him, it is right to clear the suit, and it should therefore be returned at once. Another point must certainly be borne in mind. In a plain suit, if you win with a small card, 3rd hand, to return that suit is to lead to certain destruction. If you have won with your best, which is a 10, it is clear that your partner has two honours in the suit, and clear also that your right-hand adversary has two also, and to return that suit would, therefore, be exceedingly injudicious. You would be leading up to the strong hand, which is to be avoided as much as possible, except only when you wish to put the lead in your right-hand adversaries' hand, a position, at the end of the game, you may often have the opportunity of doing to his disadvantage. We like to speak from what we have seen, and we give, therefore, an example of what to avoid. The lead was a small Club, which 3rd player won with the King, who had the 10 and another Club left, three trumps to the 8, five Hearts to the 9, and two Spades, Qn and another. This player returned the small Heart. If he had been original leader it would have been quite in accordance with principle to lead the Heart, but the chance of any good coming from it even then is remarkably weak. All we can say on the subject is, that the lead does less harm than anything else. The suit is protected by its length, and it is improbable to suppose that any one else has five of the suit; but, after the King of Clubs (his only card of re-entry) is gone, supposing the original leader had great strength in trumps, and supposing also an equal division of the Hearts, what chance was there of bringing in the suit? Now, therefore, with deference to the player, we say the Club 10 should have been returned. The Heart suit was not sufficiently strong to be touched, so long as the player knew his partner's suit, which may have been of equal length, and of better quality than his. This should be one of the tests that a player should have in his mind—Is my suit better than my partner's? Is my hand stronger than his? because, after all, it is the strong hand that should conduct the game, and the weak hand should play to assist the strong.

The lower the card that has won the first trick, assuming it to be the best in the player's hand, the more disadvantageous is the return; therefore, to work out the system thoroughly, one should divide the cases into classes. Say the winning card is the Ace in the 1st, Kg or Qn in the 2nd, Kv 10 in the 3rd, less harm can come to your partner in the first case than in the others, because it is an even chance between the three other players who has the Kg. If the 2nd hand has it, probably the Kg will be put on, and your partner's suit thus cleared; and if it is not in the 2nd player's hand, and your partner has it not, he must finesse. Having won with the Ace, and having three trumps only, we would prefer returning our partner's suit to opening a new one, in which we have not a certain winning trick; *i.e.* if the cards are so unfortunately placed for us that we cannot ensure a trick. Take, for instance, a common case, Qn, Kv, 3, 2; suppose this to be the strongest suit, it is not by any means certain that you will get a trick in it. You will not do so unless your partner has Ace, Kg, 10, or a card that will draw the Ace or Kg; but, if in addition to this Qn Kv you had the 10, the case is altered, and so in like manner the lead would be right from Kg, Kv, 10 and another, Kg, Qn and others, or a better suit than either of these. The test to our mind is that when we are sure of having the master-card in the suit on the 3rd round, if not before, the suit may be safely opened, and not otherwise. Of course this is not intended to limit a lead from a better suit, we assume we are agreed on that. An Ace 5 suit of course should be led. A 4 suit to the Ace may be safely opened, and so on; and with four trumps a 4 suit to the Qn Kv, without the 10, might be opened to advantage. As a general rule is better than nothing, we would impress on young players that—It is an advantage to open a strong suit, and a disadvantage to open a weak suit. In the former case play boldly, in the latter be as reticent as possible. The subject is too long and important for an article of this description; we can but throw out suggestions, and we will endeavour to return to the charge on another occasion.

J. C. ON MODERN WHIST.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—My attention has been called to a letter on Whist, signed by "Senex," which appeared in your Papers some few weeks back. It attacks my system and my courtesy. I am more concerned to defend the latter than the former.

The writer says, "Some Whist-players are in the habit of using words which imply dishonourable conduct and moral blame to those who prefer to follow any other system than that which they so arrogantly assume to be the only correct method of play." In proof of this, he refers to page 70 of my "Treatise on Short Whist," —in which I endeavour to show an analogy between playing false cards and *vivâ voce* assertion of that which is not true—and very properly observes that a man gains few adherents by calling his partners "liars."

If "Senex" is entitled to the respectable signature which he adopts, he has probably reached the age when joking on a serious subject is not received with any keen relish. Were this not so, he could hardly have believed that I intended to impute moral guilt to a man who plays a false card, or to institute any serious comparison between this act and an untruth. He would not have failed to perceive that the style in which I have written of this practice is, throughout, a playful illustration of a maxim, which I have given very early in my Treatise, and which I venture to think of great value to those who wish to learn Whist, namely, "Whist is a language, and every card played is an intelligible sentence." My levity may have been misplaced, but I have difficulty in believing that it can have been generally mistaken for earnest.

If I have said that I have comparatively little concern in defending my system, it has been from the conviction that, with time for considerable discussion, and with opportunity for seeing one another at work, very little difference would be found between "Senex" and myself, and that difference only one of degree. He must remember that my object in writing on the game was to add what little I was able to the facilities which exist for lovers of the game to become fine players at it. I am very strongly persuaded—and I think that in this "Senex" will not differ from me—that the first and necessary step is for the learner to play for a considerable time as a mere machine, holding religiously to the well-known routine of the game, and rejecting all temptations to stray from its beaten path. This time of probation will be longer or shorter, according to the aptitude of the learner, but when he feels that his machinery is perfect, he will, if he has the genius of the game, loose the rein to that genius, seize the countless opportunities in which his old routine should be disturbed, distinguish between false cards played without sufficient reason, and those which for good reason—probably because they ought not to be false cards to his partner—it is advisable to play; master the infinite subtleties of this beautiful game, and will ask no permission from "Senex" or myself to play as well as we do.

Numerous passages in my unpretending treatise, which it is not worth while here to set forth, show that, except as to the first stage of a Whist education, I reject all cast-iron rules which are to bend to no circumstance; and I will not presume to criticise the instances of false cards in his right-hand adversary's suit, given by "Senex" as being in his own occasional practice. On those occasions he doubtless has good reason for what he does. But I would caution those who learn from him that there is a wide difference between occasional departure from a rule, and making that departure the rule itself. Thus, I know many players who, when second to play, and holding the Ace King, invariably play the Ace, and holding King Queen, under the same circumstances, as invariably play the King, which "Senex" tells us that he *occasionally* does himself. What have these players gained? They have long since ceased to deceive their adversaries. When such a player plays a King, I know that he does not hold the Ace. Had he held it, he would not have resisted the temptation of playing the false card. In like manner, when, under similar circumstances, he plays the Queen, I know that he does not hold the King.

I will now only add that I cordially agree with "Senex" in his admiration for Mathews, who was no doubt a most accomplished Whist-player, and so excellent a writer on the game as to have left little to be added by those who have followed him. Our common appreciation of this great Whist-player strengthens me in the belief that if I should have the pleasure of sitting at the same Whist-table with "Senex," he will find as little fault with my system as I shall with his, and I am at least confident that he will make no complaint of my want of courtesy.

Yours faithfully, J. C.

CHELTENHAM WHIST.

To the Editor of the WESTMINSTER PAPERS.

SIR,—Mogul certainly deserves his nickname, or, to speak more politely, his *nom de plume.* He wishes to be considered autocrat of the Whist table, and to share with his Gallic neighbours the appellation of Sovereign of Tricks; but though we have Kings and Queens in our noble game—which is certainly monarchical—and Knaves, which is more monarchical still, yet I maintain that we Whist-players form, like the kindred literary men, a free and mighty Republic; even if we wanted a King we would have a constitutional one—we would not make one of "Mogul;" we would make one of "Clay!"

In Whist criticism we want good sound solid reasons. No player, however high his authority, ought to imitate a contemporary and ubiquitous Chess critic, who is fond of exclaiming, *Sic volo sic jubeo stat quo ratione voluntas.*

Now "Mogul" condemns a game sent by me, and printed in your April number, without apparently having given himself the trouble of studying it. Nothing can be more obvious than that the reason why you, sir, deemed this game worthy of insertion, is the illustration it affords, when a false card is not only allowable but if I may say so, *de rigueur.* *Z* could lose nothing by playing false, and succeeded in winning.

But "Mogul" cracks his joke at *A's* play, who, having the Ace, passed the Queen on the supposition, as "Mogul" gratuitously infers, that his other adversary has the King. But *A* never thought anything of the kind;

he was safe in all suits and therefore he gave *his partner* a chance of winning; he never suspected for one moment *Z* to have the King, knowing the open play of that player. In fact this game illustrates, forcibly, "Mogul's" own words—to which I fully subscribe, viz.: "on the whole it seems to me that modern Whist requires greater judgment in playing false cards than before, *i.e.* if injudiciously done the greater the damage, but if judiciously the greater the benefit."

Thus, even if *A* played badly it would not detract from the value of the game as enforcing the above lesson. Surely, sir, you do not pretend to publish games of Whist or Chess which are perfect on both sides? In fact, in your very last number (Hand No. 2) if B, after trick 10, had played a small Clubs he would have won the game instead of losing it, but your object methinks was to show how X in a desperate position succeeds in saving a game out of the fire, and that is a sufficient lesson.

I advise "Mogul" to come to Cheltenham and try the waters. They will clear his sight and purge his pride. We can even, I think, supply him with some salt more rare than that of Epsom, I mean the salt of Attica.

I remain, Sir,

YOUR CHELTENHAM CORRESPONDENT.

One of the differences between Whist past and present, suggested by Mogul's letter.

Defunct question at the old game—Can you one?

Vital question at the modern game—Can you win?

H. M. P.

DOUBLE DUMMY.

No. VI.

Played at the Westminster Chess Club, 12th May 1870.

A's HAND.—H A, Kg, Q, 10, 2; C 10, 9, 5, 4, 2; D 8; S 5, 6.

X's HAND.—S Kg, 8, 7; D Kv, 10, 9, 3; H 9, 8, 7, 6; C 6, 3.

B's HAND.—D A, Kg, Q, 7, 4; C Q, 7; S Q, 4, 2; H Kv, 5, 4.

Z's HAND.—D 6, 5, 2; S A, Kv, 10, 9, 3; C A, Kg, Kv, 8; H 3.

Z turned up the S 3, and X and Z won the game.

No. VII.

By F. H. LEWIS.

A's HAND.—H Q, 5; D A, Q, 8; C A, Q; S 5.

X's HAND.—H Kg; D 2, 6, 10; S Kg, Q; C Kg, 6.

B's HAND.—H A, Kv; D 2, 4; S A, Kv; C 2, 3.

Z's HAND.—H 3, 10; D 7, 5; S 9, 10; C Kv, 7.

Hearts Trumps. A. to lead and win every trick.

WHIST PROBABILITIES.

(BY PROFESSOR POLE.)

	Points.
Average value of a single game	2·29
Ditto of rubber of two games	6·58
Ditto ditto of three games	4·29
General average value of all rubbers	5·44

Field.

WHIST CURIOSITIES.

No. III.

Z's HAND.—H A, Kg, Q, Kv; C A; S A, Kg, Q, Kv; D A, Kg, Q, Kv.

A's HAND.—S 10, 9, 8, 7, 2; H 10, 9, 8, 7; C 8, 6, 4, 2.

X's HAND.—C Kg, Q, Kv, 10, 9, 7, 5, 2; S 6, 5, 4, 3; D 7.

A's HAND.—D 10, 9, 8, 6, 5, 4, 3, 2; H 6, 5, 4, 3, 2.

Hearts trumps. A to lead, and win three by cards against the four honours and apparently every winning card.

No. IV.

A's HAND.—H A, K, Q, Kv, 10, 9; S A, Kg; C A, Kg, Q, Kv.

Z's (his opponent) HAND.—H 8, 7, 6, 5, 4, 3, 2; D A, Q, Kv, 10, 9.

Hearts trumps. A, having the lead or not, loses the odd trick. The other hands are immaterial.

WHIST BOOKS.

PROFESSOR POLE has reprinted his "Theory of Whist," which previously apppeared in Major-A. It is published by Longman and Co., and such of our readers who have not read it cannot do better than invest the modest sum of 2s. in the purchase of the book, and master the principles at the earliest opportunity.

CRIBBAGE AT BRIGHTON.

(A TRUE STORY.)

THE work of the day
Was put away,
I sat at mine ease in mine inn,
Where every guest
Had his song, or his jest,
Until it seemed that the hour of rest
Was a sluggardly plea for sin.
But a tall weird man, with long raven hair,
Laughed loudest of all who were gathered there,
And he vaunted the numbers he ever scored
When he tried his strength at the cribbage board,
Till heedless of all but the moment's will,
I ventured to challenge a trial of skill.

We played, but neither was best nor worst!
The time went on, our friends withdrew,
While reckless and wild my gamester grew,
As each good night on his hearing burst—
His lips came oft to the tankard's brim,
And ever seemed more loath to part;
The game was a fierce thought-curb for him,
I only played to humour his whim,
And bothered my brains
To be quit of my gains,
And leave him as rich as he was at the start.

The clock struck one!
All else were gone!
I sought to put the cards aside;
Then hope forsook
My comrade's look,
A dread flashed forth that he could not hide,
And in tones of despair,
He prayed me forbear,
Nor leave him just yet, as the Devil was there!

So the cards were dealt again, and again—
The clock struck two! our game was o'er;
Come what might now, I'd play no more!
Then that strong man's head sank down, and down,
Till upon his lean hand his brow was lain;
His face was so set in a fearful frown,
That pity and love for a fellow man,
Bearing about such a terrible ban,
Made me waver, and partly consent to remain:
I needed repose,
Yet still if he chose,
I would sit in his chamber and watch him amain.

We mounted the stair, we entered his room,
He lay on the bed, I sat by the door!
"Not there, sir, but here!
That port is too near,
You'll leave me alone ere the danger is o'er!
Look! do you not see them, those black grinning things,
And the eyes, and the teeth, and the claws they assume,
And that monster who flaps with his fiery wings
To parch me! to scorch me! Ah! see what he brings,
A wan, weary woman, who wantonly clings
Round my neck! round my knees! Drink! drink! I implore."

I sat where he wished me, though hardly at ease,
And heard of the wonderful things he had seen,
Of the strange savage people 'mong whom he had been,
Of ventures in perilous countries and seas,
While ever anon,
The frenzy came on,
In fancies more wilful and harder to please,
Till he pictured such horrors by word and by look,
That I listened, and gazed,
Aghast and amazed,
His life's conjured phantom sense hardly might brook.

Still I soothed as I might,
Then proposed to recite,
And began Mrs. Heman's "Last March of the Cid,"
I spake in a monotone, stilly and slow,
And, haply, the verses' monotonous flow
Achieved what was wished, for he presently slept,
And then with dumb feet
I beat a retreat,
Lest the man should awake and my parting forbid.
The clock rang out four
As I stole through the door,
And silent and darkly to liberty crept.

I afterwards heard that this gentleman committed suicide, some three weeks after my adventure with him.

ROBT. B. HOLT.

PIQUET.

A VALUED correspondent—an accomplished player at Piquet—desires us to insert the following questions and answers to clear up certain misconceptions which appear to exist in the minds of Piquet players. We have great pleasure in complying with this suggestion.

B and C are playing.—C, elder hand, says, I shall leave a card. Instead of doing so, he discards 4 cards and takes in 5, and then looks at a card belonging to B, younger hand. What is the penalty?—*Ans.* He is to reckon nothing that deal.

B and C still playing.—C, elder hand, leaves a card, and after he has taken in, puts to his discard the 4 cards which he has taken. What is the penalty?—*Ans.* They must remain with his discard, and he only plays with 8 cards.

L and B are playing.—L, elder hand, shows a quart, and asks if it is good? B replies, Yes. L afterwards forgets to reckon 4 for it; and B, who has a quart of less value, then claims 4 for his quart. What is the law?—*Ans.* The elder hand having shewn a quart, and being told it is good, it bars the younger hand from reckoning any of equal, or less value, although the elder hand omits to reckon his.

W. A. M.—The elder hand declares his point, which his opponent says is not good. Must the elder hand shew his point when he declares it, whether admitted good or not?—*Ans.* If the point is not good he need not shew it.

THE DEAD BOUNDARY.

IN our last Number we gave a general review of the Laws of Croquet, adopted at the General Conference of Croquet Clubs on the 19th of January last, and expressed our opinion that the new code, although requiring a good deal of supplementing, is by far the best that has yet appeared. That it will obtain, and become the fixed law, superseding all other sets of rules, may be taken as a matter of course, as all the clubs throughout the country are equally interested in supporting it, and in making it, by such revision as will be found necessary, a complete exponent of the views of the majority of players.

In our review we mentioned briefly the question of the "Dead Boundary," which is introduced at the end of the laws for "consideration and trial," but only in a modified form. We also stated that we should decline to give any sort of opinion ourselves on the merits or demerits of the plan without seeing it tried over a period of many weeks; and added that "the Conference," in our opinion, "had done wisely in giving it a fair chance, but in refusing to insert it as a substantive law." We have since had an opportunity of forming a decided opinion on this very important question, having witnessed a number of games played with the proposed change; and as the players who tried it were not only first-rate in point of skill, but also in knowledge of the game, we were able to form a distinct judgment as to the effect which the law, if finally accepted, would have upon the game.

We hope we shall not offend the tender feelings of the Threeshire Club when we say that our opinion with respect to this new law is one of almost unqualified disapproval. We shall not, however, give our objections in a merely vague and desultory manner, which would be very unfair to the club which has proposed the change, but state our reasons at full length, and explain in the most exact manner on what grounds our opposition to the proposed change is founded.

We shall endeavour to prove that instead of a rapid, bold and interesting game, it produces a slow, pottering and tedious game; that the breaks are made much shorter, and the interest less exciting; that the finesse and head work required, which constituted one of the chief characteristics and merits of the game, are greatly lessened; that a victory is best sought by the slow, cautious and simple method of only making such hoops as seem a positive certainty, and then taking refuge under the shadow of the Dead Boundary. We shall also show that the new proposed rule, so far from taking away coarse hard hitting, adds the very defect it assumes to cure, and leads to strong, somewhat useless, and a very conspicuous (we had almost said dangerous) slashing about of the balls. Lastly, that the time taken up by matches when this law is observed will consume the whole day, and that the ultimate and one of the worst effects will be that ordinary players will find it very difficult to follow the game, which, from the smallness of the breaks, and the cautious manner in which the game proceeds, will be profoundly dull to spectators;—and if there is one thing in which the future of the game is imperilled, it is in this very point, viz.: that the large number of non-players, who are at present somewhat against the game, may, after giving it as they think a fair chance, not be able to find anything in it.

This is a long list of faults, and a formidable one; we are prepared not only to make it good, but we venture to say that if the innovation receives that careful attention which every proposed change deserves, the majority of players will come round to our way of thinking before the close of this season.

The only doubt in our mind is, will the question receive this requisite amount of attention? We must

point out that there is a very manifest injury being done to the game—or rather being attempted to be done—by second-rate players. The injury projected does not come from players of the first or of the last order, but from those who occupy the second place, and are ambitious to be on more equal footing with the first. The Dead Boundary, if adopted, would serve to a great extent to equalise the play. The fine player would be pulled down to the level of the indifferent player—a consummation devoutly to be wished for by the latter personage, and not at all conducing to the interests of the game. It may be stated as a general rule that all levelling measures are opposite to success in the matter of games. The Dead Boundary is of this nature. Really good players will invariably choose the boldest and directest way of winning, leaving the timid and careful method to those whose nerve and skill are not sufficient to take the directer road to victory. With the Dead Boundary, however, this does not pay. A cautious manner of making two or three hoops at a time, and, as it were, edging round the ground, is the safest method. By this means all the finer combinations are lost, and the result is a pettifogging, slow and interest-less game.

DIAGRAM I.

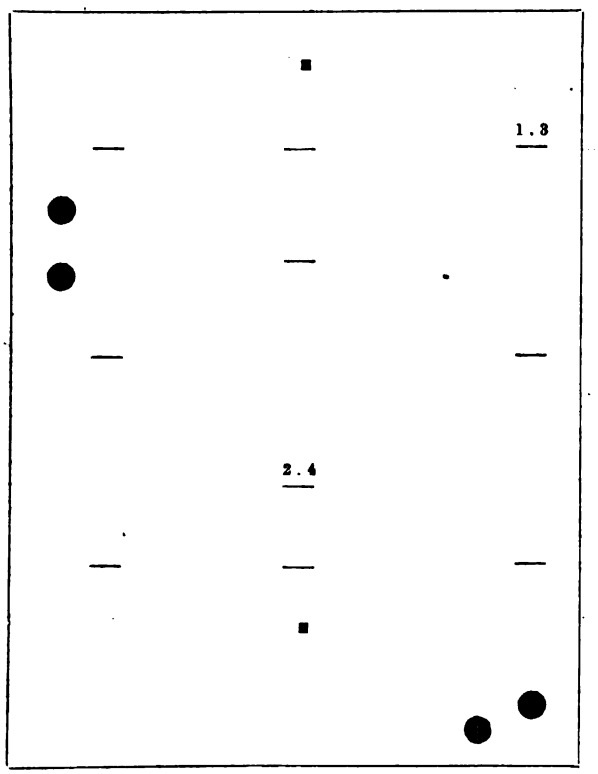
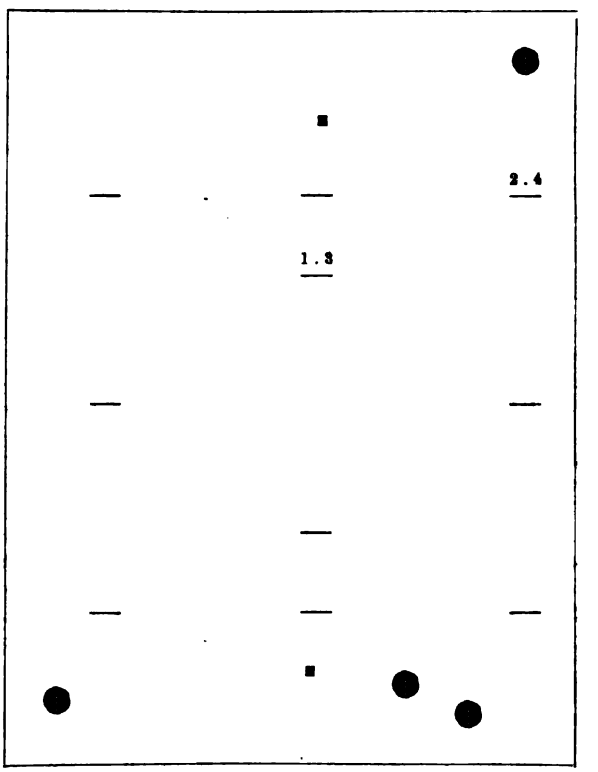


DIAGRAM II.



(1.) It is 4's turn to play, and it is clear that a splitting stroke off 2 to make the 6th hoop will not be an easy matter. The player, if not of the first-rate order, will not attempt it, but, taking shelter under the Dead Boundary, leave the balls nearly as they are, but giving 2 an opportunity of rushing 4 to the 6th hoop next turn.

And what will 3 and 1 then do? No. 1, not being first-rate, will pursue the same timid policy: will hit 3, and send both to the Dead Boundary, opposite the hoop of 3 and 1. Thus both players will go on sneaking by the Dead Boundary to their hoops, whereas if there was no such thing they would be compelled to separate the hostile balls, and would be driven to attempt those combinations which now form the very beauty of the game?

Thus (without the Dead Boundary): The best play for 4 to pursue would be to take a stroke off 2 to 1; to get the rush on 3, so as to make the 6th and 7th hoops; after the 7th hoop to pick up 2 and make the peg; then play with 2 and 3, keeping one of them as the pioneering ball, and so get round. Of course there would be some danger at the 4th hoop back, where the player No. 1 would be lying, but the game would be brilliant, would be interesting, and there would be no choice but to play it.

(2.) Again: 4 is to play. Without the Dead Boundary, what would a first-rate player do? He would clearly attempt an over-running stroke from 2, by which he would send 2 to the 4th hoop, and run past up to 3, then make the 3rd hoop off 3, and play on 3 and 2 alternately. Would he do this with the Dead Boundary? Certainly not. Should he mistake his strength, and go off the ground near 3, he would lose his turn; he would, therefore, have to make a waiting game, sending both 2 and 4 up to 3, and leaving the game for 2 next turn.

And this is always being the case; the game is perpetually being left for the next ball. It is only safe to attempt very little. But woe to the person who attempts very little in the other game. To the timid, dodging, cautious player, who waits and waits, defeat is almost certain. You *must* go on and take advantage of every combination, and know every combination that can be made, or you will find yourself nowhere in a very short time.

We shall not with these two diagrams dismiss the subject. We foresee great danger in the manner in which the new theory is insinuated, and we were not aware till lately of the great evils it would produce, and of the damaging effect it would have on the game. We shall, therefore, give four diagrams in our next impression, and make good by our illustration of them every separate charge which we have brought forward against the Dead Boundary.

REVIEWS.—BEZIQUE.*

ANOTHER, yet another book on Bézique! It seems the nature of players at this "fascinating game" (we are obliged to follow the customary language) to rush into print the moment they have mastered the principles of the game, although we are bound to add some of the writers have not had the decency to wait until they had acquired a knowledge of the A B C thereof. The new book is by Battle Axe, who dates from the Temple, and defines Bézique or Bésaigue as the double hatchet, or the English Poleaxe, compound words which refer to the principal combination in the game—two Queens of Spades, and two Knaves of Diamonds.

The author gives the reasons why he produces this book, and here they are:—"It will no doubt be asked why I thrust myself on the public when so many treatises on this most 'fascinating' of all games for two persons are daily advertised? Simply because (so far as I know) there is only one correct, as Bézique is now played—that by Mr. Baldwin, and it does not explain principles, without a knowledge of which no one can play even tolerably well." The reasoning is not conclusive, but the author wanted to write a book, and, reason or no reason, he would have done so; but we outsiders may say, if Mr. Baldwin's book is so good, why should another be written? The author tells us that in one deal a man may make 2,000. We fail to see how the cards can be divided to produce this result. He does not let you make single and then double Bézique. He gives some plain rules for play, and some useful odds for the benefit of the unlearned. We do not pretend that these odds are strictly accurate, but in the rough they are sufficiently right for practical purposes. This is the useful part of the book. In other respects the guidance is small, but the information the author gives is written in a simple and effective style, and if no book had been published on the subject, we should haye anticipated for it a considerable circulation. As it is, we fear it is too late in the market. The author has a hit at some other author on Bézique, who we fear we must have neglected. Some one, he says, has written a book of 100 pages, on each of which there is at least one mistake. Happily we never met with a book on the subject containing 100 pages, and for this mercy we have ample reason to be grateful.

NOTICES TO CORRESPONDENTS.

LEX.—Cutting bars your right to claim the revoke. If you have a suspicion that a revoke has taken place, you should not let the cards be cut for the next deal.

MUFF.—It is very dangerous for an outsider to talk of the play of the hand until the score is properly claimed. We have so repeatedly seen such conversation recall to the mind of the players that they have not scored honours, that we are much surprised at the outsiders' temerity. They will certainly have to pay handsomely for their gift of speech some day.

CHESS.—GAMMA.—You will find the tour of the Knight very fully explained in No. 2 of Vol. 2 of these papers.

W. H.—There must be men at all Clubs that make themselves a nuisance to others. It is a recognised principle of Club existence. We have one in our eyes now that annoys us like a gadfly does a cow. This nuisance walks round the table, or looks at two hands, and at the end of the hand invariably tells one of the players that if it had not been for this finesse, or that something else, he would have got the odd trick. We need hardly add, he is wrong nine times out of ten; but then he is so impervious to argument, and so loud in his tone of voice, that no sane man, in cool blood, will risk a discussion.

W. J. C.—Thanks for your letter.—You will see we have made use of your information.

* Bézique: by Battle Axe. J. J. Tiver, 38 Chancery-lane.

M.—Heart played; I put on a Diamond, having a Heart; my partner wins the trick, and before turning it I tell him I have a Heart, and request him to stop; instead of which, he turns and quits the trick. Is this a revoke?—*Ans.* Certainly—your partner has completed the revoke; you are bound by his acts, and if he will not attend to your request, you must suffer for his folly. You could have prevented an adversary from completing the revoke, but not your partner, who, in this instance (and we are painfully aware that it is too often the case) was your greatest enemy at the table.

P.P.—With good players, having Ace, Queen, and another or others, when a Knave is led, and you are 2nd player, never put on the Queen: either the Ace or the small one is the right card. There is no King in the leader's hand; it is therefore either in your left-hand adversary's, or your partner's,—it is an even chance which. If in your partner's, you have done no good by putting on the Queen, because he could have won it with the King, and you would remain with the two king cards of the suit; if your adversary has it, he simply kills your Queen: whereas, if you put on the Ace, and the original leader again leads the suit (unless it is a 10 led), the 3rd hand must put on the King, and your Queen remains good; and so, if the original 3rd player gets in and leads the suit the 2nd time, he must lead out the King, and your Queen remains good; therefore it never answers to play the Queen. This is a mistake so commonly committed, that we cannot account for it, except on the supposition that the players do not know the leads.

J. P.—Problem No. 5 received with thanks. It shall be duly examined. Your principle is the correct one. You cannot soar too high if you desire perfection.

J. CHAPLIN.—The play of the hand you send is made purposely as difficult and incomprehensible as possible, Many people admire that which they do not understand;—hence the reason for the admiration of bad Whist and Tennyson's Poetry. Whist and Poetry should, in our opinion, be equally simple. If you puzzle your partner's brains unnecessarily, then you are no more entitled to rank as a good player than the poet as a good poet who writes simple thoughts in such language that the meaning can only be detected by deep study. *A fortiori*, the poet is not a good poet, nor the player a good player, whose ideas have little in them when the meaning is discovered.

M. W.—Certainly; we are always pleased to receive good Problems.

B. and B.—After the hand is commenced you have no right to ask who dealt. Your adversaries are not bound to answer if asked, and your partner should not do so. It follows that you have no right to ask if the cards are properly placed for the next deal. You cannot get information by a manœuvre which you cannot get in a straightforward way.

C. M. and B.—A player may ask his partner how many cards he has in his hand. You may ask your partner if he has one of the suit led, the object of which is to prevent a revoke; and you may, we think, ask if he has 13 cards at starting, which is with the same object. Later on in the hand, the point might be more open to doubt; but we think he might do so even then. If he dropped a card, you clearly have a right to tell him he has done so. He and you may get the required information by counting the tricks on the table, and seeing how many you have left. We are writing now on the assumption that you ask your partner how many cards he has left, because you fancy you miss a card from your own hand; and as you can get this information legally by an indirect method, we think it may be properly obtained directly.

VISITOR.—You will find the *Westminster Papers* in the reading room at the Crystal Palace.

GAMMA.—Problems received. Do not be so hurried in your compositions: keep them by you for a short time, and look at them once a week. Perfection in Problem-making can only be obtained by study and patience. Supposing the two you have returned are as easily mended as you suggest, surely a little more study would have been good for you and the Problems.

W. C. C. (Manchester). — Three Problems received with thanks. We have written to you privately. If you don't receive our letter, it is because you have given an insufficient address.

CARDS.—In our notices to correspondents, last month, we said the only cards of the tinted pattern that would deal properly, were those manufactured by Messrs. Bancks. This was a misprint; we meant, Messrs. Hunt's tinted cards alone dealt properly.

G. H. G.—The game you sent was marked for insertion. It has, however, since appeared in the *Illustrated News* and *Bell's Life*, and you must be aware that it is contrary to our principles to insert published games. If you desire a game of yours to appear in our Papers, you must send it to us and not to other papers, and if it has sufficient merit it will always be gratefully received.

THATCHED HOUSE CLUB.—"A" revokes. The hand is concluded and the cards cut for the next deal. Whilst X, A's adversary, is dealing, he stops and claims the revoke, which A admits, but says that X is too late. The subject is discussed, when X says it can be claimed before the trump card is turned up. A's partner says this is so, and a bystander is consulted, who is of the same opinion, and thereupon A and his partner pay the points for the rubber. The 3 for the revoke made X the rubber. A now finds that the revoke was claimed too late, and wishes the money to be returned. Should X and Z consent to this?—*Ans.* Certainly not. The money is paid and there is an end of it. The claim of the revoke was, of course, made too late. Both X and his partner ought to know the law. Bystanders, of course, ought to have known, and if they did not know they should not decide without looking at the Book. Whist players should carry Cavendish's sixpenny rules in their pocket. There has been an error committed, for which A and his partner must suffer, because it would never do to reopen a rubber after it was paid for, whether by mistake or otherwise. If the rubber could be reopened in this way, you would have claims innumerable of rubbers either supposed to have been lost when only one game was played, or where four games were played. Payment buries the rubber.

H. M. P.—Hand received, and it shall be duly examined. We wish you could induce your friends to take down a few of their best hands.

BEGINNER.—Never waver in your principles because outsiders, who have not watched the game, find fault with your play. You must bear silly criticisms as the rest of us have to do. The best play is often misunderstood, because the critic has not the capacity to understand what you are trying to do. We had an instance of this occur to us within the last few days, as much like your case as possible, and which will exemplify the position better than your's. We had the major tenace and another trump, and the best Club. The minor tenace (no other trump in) we knew was in our right-hand adversary's hand, who led a losing Diamond. We did not know who had the best Diamond, but we did know that our partner had three Clubs, all that were in, except the best, which was in our hand. To make the game we had to win every trick. In any event we must be 3. To the Diamond led we discarded the best Club, and as it turned out, the best Diamond was against us. Thereupon there was a roar of indignation from the outsiders, and a chuckle by an opponent at the table (who knows nearly as much of Whist as could be learnt in a day) that he should have been pretty well blown up if he had done such a thing; whereas, if he had had any brains, he would have seen that by no possible way could we have won the game by trumping. Whereas, if our partner had the best Diamond, against such a player we had a reasonable chance of winning, which we took. It is true that against good play, even if our partner had the best Diamond, we could not have won; because, if our partner led the best Club, and the duffer passed it, as he ought, he still must save the game: but we do not expect this species of player to look beyond his nose. We were, therefore, scolded by a person absolutely ignorant of the game, for doing that which any player of ordinary capacity would have done. Play for the score of 3 or 5,—you are not much better off at 4 than at 3; whereas 5 is a material hostage for the rubber.

The Westminster Papers.

1st JULY 1870.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE fifteenth annual meeting of the West Yorkshire Chess Association was held at Halifax on the 21st of May last. There was a large gathering of chess-players, and five tournaments were formed, in which twenty-six players contested. In the first-class tournament Mr. Watkinson, President of the Huddersfield Chess Club, gained the first prize, defeating the Rev. A. B. Skipworth, who took second honours.

The prize awarded to the second division of the first-class was won by Mr. J. H. Finlinson, also of the Huddersfield Club, and the prize in the second-class tournament was taken by Mr. Stokoe, who, we believe, is claimed by "Canny Newcarsel."

On the Tuesday evening Herr Steinitz held a *séance*, and played, simultaneously, six games, blindfold, against the following strong players:—J. Riley, Leeds; J. H. Finlinson, Huddersfield; Mrs. Wilms, Messrs. J. Stringer, J. Walsh, and E. Francis, of Halifax. Mr. Steinitz won all his games; but we have been informed that the lady-player was only defeated after a protracted and gallant contest. The game between Mr. Watkinson and Mr. Skipworth was exceedingly well played by both gentlemen, and we shall find space for it next month. In the meantime we give one of the most amusing of the blindfold games by Herr Steinitz.

White. Herr STEINITZ.	Black. Mr. WALSH.	White. Herr STEINITZ.	Black. Mr. WALSH.
1. P to K 4	1. P to Q B 4	8. Kt to Q B 7 ch	8. K to Q sq
2. Kt to Q B 3	2. Kt to Q B 3	9. B to Q 2	9. R to Kt sq
3. Kt to K B 3	3. P to K R 3	10. R to Q Kt sq	10. Q to Q 5
4. P to Q 4	4. P takes P	11. B to Q 3	11. Kt to Kt 5
5. Kt takes P	5. Q to Kt 3	12. Q Kt to Kt 5	12. Kt takes B ch
6. B to K 3	6. Q takes Kt P	13. P takes Kt	13. Q takes Q P
7. K Kt to Kt 5	7. Q to Kt 5	14. Kt to K 6 ch & wins	

Chess has been slightly neglected at Oxford for some time past, but the recent re-establishment of the University Chess Club is an indication of a reviving interest in the game. We learn from the *Oxford Undergraduates' Journal*, that the committee procured the assent of the club to obtaining an exhibition of blindfold play from Herr Steinitz.

We have pleasure in quoting the account from the journal referred to.

"A private subscription among members having been started to relieve the Club funds of a portion of this extra expense, the Committee generously determined to throw open the first séance to the whole University. By the kindness of the Mayor they were fortunate in securing the Town Council Chamber for the occasion: and on Tuesday, the 17th inst., within less than a week from the time when the proposal was made to the Club, the very interesting exhibition of which we are about to speak took place. At 7.15 p.m. Herr Steinitz commenced six simultaneous blindfold games against the representatives selected by the Club:—The Rev. C. E. Ranken, Wadham; Mr. Anthony, Ch. Ch. (the President); Lord R. Churchill, Merton; Mr. Holland, University; Mr. Linton, University; and Mr. Wild, Ch. Ch. At 11.50 Mr. Ranken, who is one of the finest English amateurs, and was President of the Club for its first three terms, compelled Herr Steinitz after a splendid struggle to resign to him: the other five games were adjourned, on account of the late hour, until the following night, the position in each being strongly in favour of Herr Steinitz. A very large number of University men (some hundreds, it is said), together with several of the leading townsmen, were present: the majority had probably never before witnessed blindfold play in any degree of excellence; all were equally astonished at the unfailing accuracy of memory, the soundness and brilliancy of attack, displayed by the great German player, while conducting so many games at once against picked antagonists.

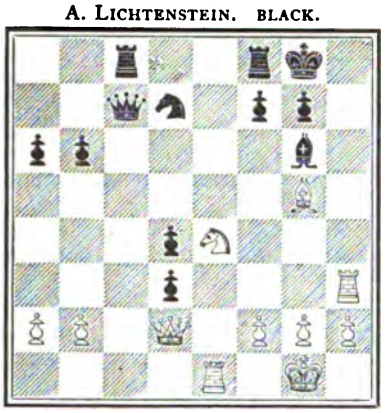
On Wednesday, at 7 p.m., the Club held its ordinary weekly meeting, in its present room, at 18 Broad-street, when there was a full attendance of members and visitors introduced by them. Herr Steinitz resumed the five unfinished games, playing with great rapidity, and winning all in a very few moves. He then undertook twelve games simultaneously (not blindfolded) against the like number of members and strangers, whom he defeated without exception, only one or two giving him the least difficulty. In the afternoon he had played against Mr. Ranken, Mr. Anthony, and Lord R. Churchill; the allies made a grand fight, and after six hours the game was drawn. Herr Steinitz complimented the Club on the vigorous resistance which he had experienced in the blindfold play, and expressed his great pleasure at all the arrangements of the Committee; we are sure that on their part the gratification was equal. It is the intention of the Club in future to invite celebrated players down in the course of every term; these

exhibitions, together with the terminal Handicap Prize Tournaments, ought to make it one of the most attractive and successful in the kingdom.

The next annual meeting of the Counties Chess Association will be held at Newcastle-on-Tyne on the 1st of August next and following days, under the presidency of Lord Ravensworth. The usual £10 and £5 prizes will be awarded, and the Challenge Cup, won by Mr. Thorold in 1868, and by the Rev. Mr. Skipworth last year, will be again played for. A full programme is promised in the August number of our excellent contemporary, the *Chess Quarterly*, which will be published about the middle of July for the purpose.

END GAMES.

No. VII.
A. LICHTENSTEIN. BLACK.

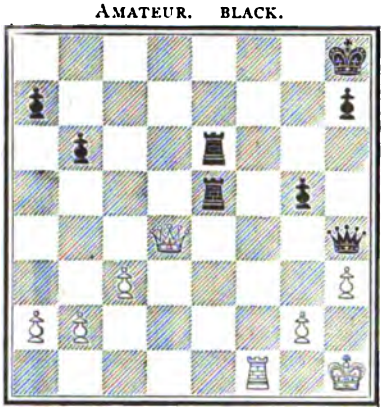


R. HEIN. WHITE.

White had the move, and won as follows :—

WHITE.	BLACK.
1. B to B 6	1. B to R 2
2. Q to Kt 5	2. Q takes K R P ch
3. K takes Q	3. K takes R
4. Q to R 6 ch, and mates next move.	

No. VIII.
AMATEUR. BLACK.

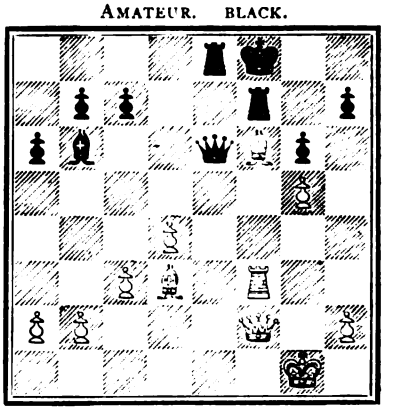


HERR MEYER. WHITE.

White had the move, and won as follows :—

WHITE.	BLACK.
1. Q to Q 8 ch	1. R to K sq (a)
2. R to B 8 ch, &c.	
	(a) 1. K to Kt 2
2. Q to B 8 ch	2. K to Kt 3
3. Q to B 7 ch	3. K to R 3
4. R to B 6 ch	4. R takes R
5. Q takes R ch	5. K to R 4
6. P to Kt 4 ch, &c.	

No. IX.
AMATEUR. BLACK.

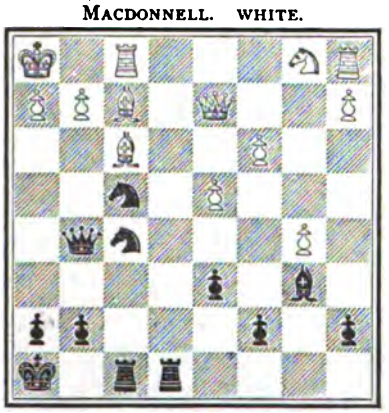


J. MINCKWITZ. WHITE.

White had the move, and won as follows :—

WHITE.	BLACK.
1. P to Q Kt 3	1. Q to K 8 ch
2. Q takes Q	2. R takes Q ch
3. K to B 2	3. R to K sq
4. B to B 4	4. R to Q 2
5. B to K 5 dis ch	5. K to K 2
6. R to B 7 ch	6. K to Q sq
7. B to B 6 ch	7. K to Q B sq
8. B to K 6	Resigns.

No. X.
MACDONNELL. WHITE.

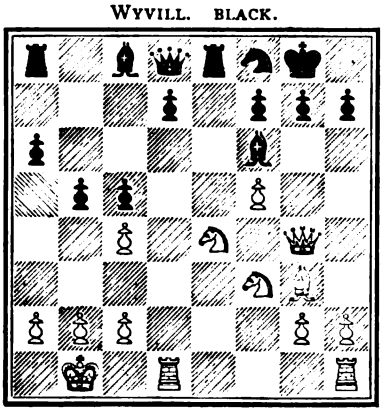


DUFFY. BLACK.

Black had the move, and won as follows :—

BLACK.	WHITE.
1. R to K 7	1. Q to Q B sq
2. R to K B 3	2. R to K sq
3. R to K R 3	3. R takes R
4. R takes R P ch	4. K takes R
5. Q to K R 3 ch	5. B to K R 4
6. Q takes B ch	6. K to Kt sq
7. Kt takes R ch	7. B takes Kt
8. Kt takes Q P	Resigns.

No. XI.
WYVILL. BLACK.

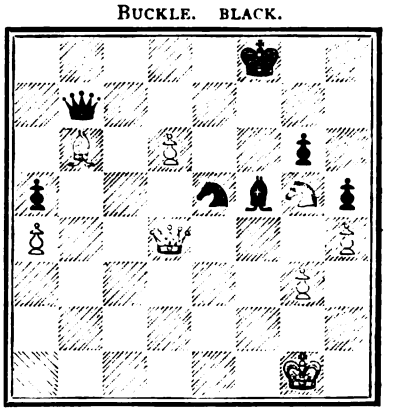


ANDERSEN. WHITE.

White had the move, and won as follows :—

WHITE.	BLACK.
1. B to Q B 7	1. Q to K 2
2. Kt takes B ch	2. Q takes Kt
3. R to Q 6	3. Kt to K 3
4. P takes Kt	4. Q P takes P
5. K R to Q sq	5. B to Kt 2
6. R to Q 7	6. B to B 3
7. B to K 5	7. B takes Kt
8. Q to Kt 3	8. Q to Kt 3
9. Q takes B	9. P takes P
10. Q takes R	Resigns.

No. XII.
BUCKLE. BLACK.



LOWENTHAL. WHITE.

White had the move, and won as follows :—

WHITE.	BLACK.
1. P to Q 7	1. Kt takes P (a)
2. Q to K R 8 ch	2. K to K 2
3. Q to Kt 7 ch	3. K to Q 3
4. Kt to K B 7 ch	Resigns.

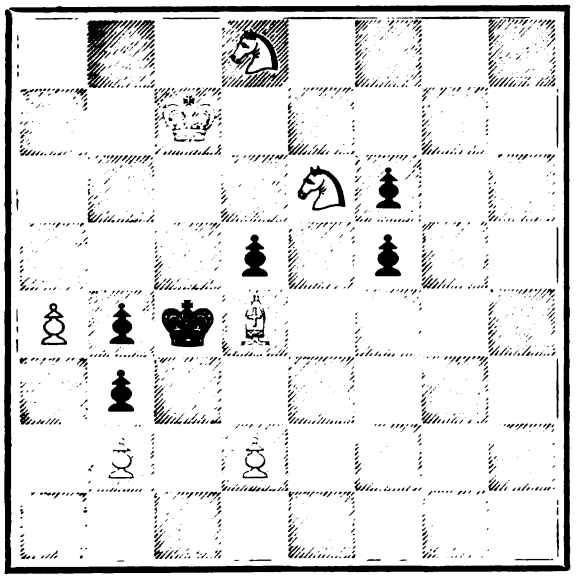
(a) If Q or B takes P, then follows B to B 5 (ch) Q takes Kt, &c.

(b) If K to Q 4, then Q to Q 4 (ch), and Black must lose his Q or be mated.

PROBLEMS.

PROBLEM No. IX.—By VICTOR GORGIAS.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. X.—By W. C. COTTON.

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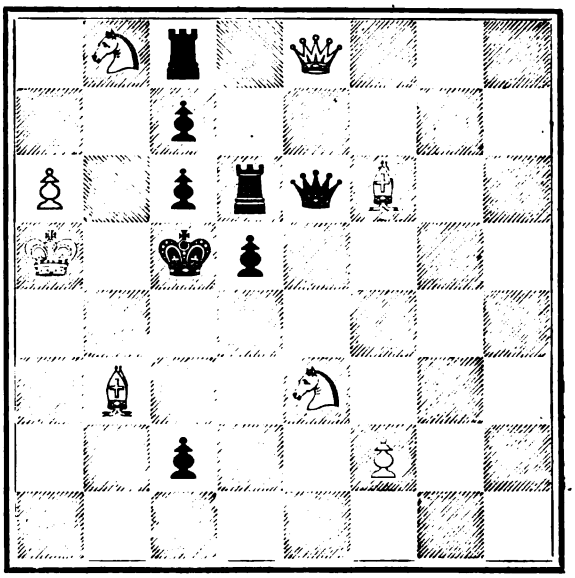
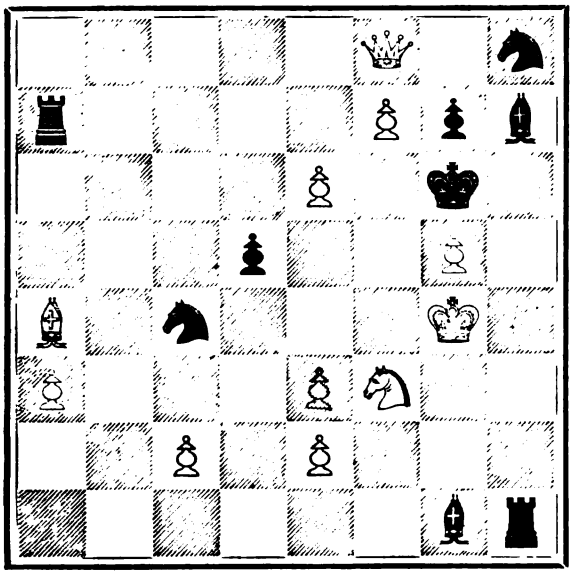


WHITE.

White to play and mate in three moves.

PROBLEM No. XI.—By R. ORMOND.

BLACK.

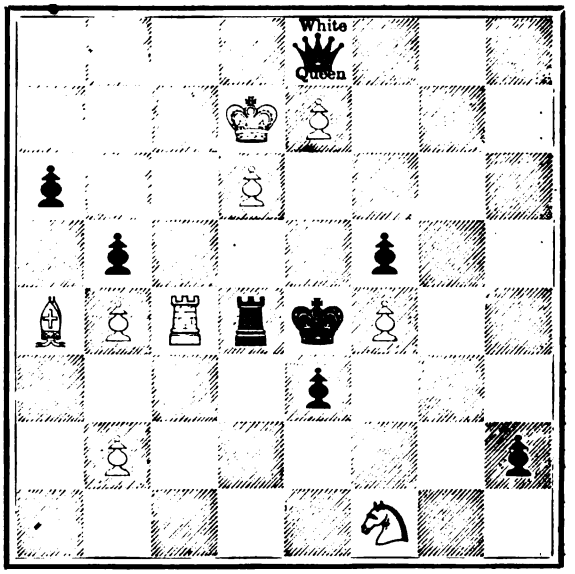


WHITE.

White to play and mate in three moves.

PROBLEM No. XII.—By V. N. PORTILLA.

BLACK.



WHITE.

White to play and mate in three moves.

SOLUTIONS OF PROBLEMS IN THE MAY NUMBER.

No. I.

WHITE.	BLACK.
1. R from Q 3 to Q 5	1. P takes R
2. P to Q 3 ch	2. K takes R
3. B mates	

No. II.

WHITE.	BLACK.
1. K to K sq	1. K takes R
2. Kt to K 6	2. K moves
3. R to Q B 5	Do.
4. R to K 5 mate	

No. III.

WHITE.	BLACK.
1. Q to Kt 3	1. R to Q 4
2. Q to B 2	2. P to B 4 best
3. Q to Kt 3	3. Anything
4. Q mates	

No. IV.

We withhold the Solution of this Problem until next month.

GAMES.

GAME VII.—Mr. WORMALD and another Amateur, the former yielding the odds of the exchange (a). Remove White Q R and Black K Kt.

White. Mr. WORMALD.	Black. AMATEUR.	White. Mr. WORMALD.	Black. AMATEUR.
1. P to K 4	1. P to K 3	13. Kt to K 5 (e)	13. Q to Q Kt 4
2. P to K B 4	2. P to Q B 4	14. Kt takes K B P	14. R to K B
3. K Kt to B 3	3. Q Kt to B 3	15. Q to R 5	15. R takes Kt
4. B to K 2	4. P to Q Kt 3	16. P takes P	16. Castles (f)
5. Q Kt to B 3	5. B to Q Kt 2	17. Q takes R	17. Q to K
6. Castles	6. Kt to Q 5 (b)	18. Kt to K B 5	18. Q takes Q
7. P to Q 3	7. Kt takes B ch (c)	19. P takes Q	19. B to B
8. Kt takes Kt	8. B to K 2	20. B to K Kt 5	20. R to Q 2
9. Kt to K Kt 3	9. P to Q 4	21. B to K 7 (g)	21. R takes B
10. Q to K 2	10. P to K Kt 3 (d)	22. Kt takes R ch	22. B takes Kt
11. P to K B 5	11. Kt's P takes P	23. P Queens	23. B takes Q
12. P takes P	12. Q to Q 2	24. R takes B ch	And Black resigns.

(a) This species of odds is of doubtful advantage; because the giver of the R having the first move and his Kt coming immediately into play, he obtains an attack, which, as the second player is without a Kt to defend himself, goes far to compensate for the want of the ponderous power of the R, which can only be made available towards the end of the game.

(b) Apparently with the sole object of exchanging the pieces.

(c) Black carries out his design, but he had better have left the Kt where it was.

(d) We think this a bad move.

(e) A sacrifice that would only occur to a fine player.

(f) He has nothing else to do.

(g) Mr. Wormald finishes the game very prettily.

GAME VIII.—Between Messrs. Charleton and White, of the Newcastle-on-Tyne Chess Club.

White. Mr. CHARLETON.	Black. Mr. WHITE.	White. Mr. CHARLETON.	Black. Mr. WHITE.
1. P to K 4	1. P to K 4	20. B to K 4	20. Kt to Q B 3
2. Kt to K B 3	2. Kt to Q B 3	21. P to K Kt 4	21. Kt to Q 5
3. B to Q B 4	3. B to Q B 4	22. R to Q B 3	22. R to Q 3
4. P to Q Kt 4	4. B takes P	23. R to K R 3	23. K R to Q square
5. P to Q B 3	5. B to Q B 4	24. P to K Kt 5	24. R takes P
6. P to Q 4	6. P takes P	25. R takes K R P	25. R to K R 3
7. Castles	7. R to Q 3	26. R takes R	26. P takes R
8. P takes P	8. B to Q Kt 3	27. P to K R 4	27. Q to K B 3
9. P to Q 5	9. Kt to Q R 4	28. R to K Kt square	28. R to Q 2
10. B to Q Kt 2	10. Kt to K 2	29. Q to K R 5	29. R to Kt 2
11. K to Q B 3 (a)	11. Castles	30. B takes Kt.	30. K P takes B
12. B to Q 3	12. Kt to Kt 3	31. P to Q 6	31. K to B square
13. Kt to K 2	13. P to K B 3 (b)	32. P to Q 7 (c)	32. Q to K 2
14. Kt to Kt 3	14. Kt to K 4	33. P to K B 6 (d)	33. Q takes B (ch)
15. Kt takes Kt	15. Q P takes Kt	34. P to K B 3	34. Q to K 3
16. K to R square	16. Q to K 2	35. P takes R (ch)	35. K takes P
17. Kt to K B 5	17. B takes Kt	36. P takes P (e)	36. Q takes P
18. P takes B	18. R to Q B 4	37. P takes P (ch)	Resigns.
19. R to Q B square	19. Q R to Q square		

(a) Our young readers may be told that if White played B takes K Kt P he would speedily lose the game, *e.g.*:—

B takes K Kt P	R to Kt sq
B to K B 6	Kt takes K B
Q to Q R 4 (ch)	Q to Q 2
Q takes Kt	R takes Kt P (ch) and wins.

(b) A useful move in this variation of the Evans Gambit.

(c) Very well conceived. If Q takes P, then follows Q to K 8, &c.

(d) All this is in very good style

(e) Curiously enough, he cannot Queen the Pawn because of Q to R 6 mate.

GAMES.

GAME IX.—Between Mr. Steinitz and an Amateur.—Vienna Opening.

White. Mr. Steinitz.	Black. Amateur.	White. Mr. Steinitz.	Black. Amateur.
1. P to K 4	1. P to K 4	16. Kt to K Kt 3	16. P to Q R 4
2. Q Kt to B 3	2. Kt to K B 3	17. P to Q R 4	17. P to K B 4
3. P to K B 4	3. P to Q 4	18. B to K 3	18. P to K R 3
4. P takes Q P	4. P to K 5 (a)	19. P to K R 4	19. Kt to B sq (e)
5. Q to K 2 (b)	5. B to K Kt 5	20. P to Q 6 dis ch	20. K to R 2
6. Q to K 3	6. B to K B 4	21. P takes P	21. Q takes P at B 2
7. B to B 4	7. Q Kt to Q 2	22. Kt to Q 5	22. Q to B 3
8. Kt to K B 3	8. B to Q B 4	23. Kt to K 2	23. R to R 3
9. P to Q 4	9. Castles	24. Kt to Q 4	24. Q to Q 2
10. Kt to K R 4	10. Kt to Kt 5	25. Q R to Q sq	25. Kt to K 2
11. Q to Kt 3	11. B takes P	26. Kt to K B 3 (f)	26. Q to K sq
12. Kt takes B (c)	12. B to B 7 ch	27. Kt to Kt 5 ch	27. P takes Kt
13. Q takes B	13. Kt takes Q	28. P takes P dis ch	28. K to Kt 2
14. K takes Kt	14. Kt to Kt 3 (d)	29. B to Q 4 ch	29. K to B 2
15. Q B to Kt 3	15. P to K Kt 3	30. Kt to B 7 dis ch	Resigns

(a) The opening is now resolved into Falkbeer's well-known variation of the King's Gambit declined

(b) This is a novelty, and was first adopted by Mr. Steinitz against M. From in the Paris Tourney.

(c) The sacrifice of the Q for the three minor pieces is perfectly sound.

(d) If Q to K B 3, White could reply with P to K Kt 4, &c.

(e) With the intention of playing it afterwards to Q 3.

(f) Threatening to win the Q by Kt to K B 6 ch.

GAME X.—Played in the Challenge Cup Tourney, at the Dublin Chess Club.

White. Mr. Pim.	Black. Mr. Barry.	White. Mr. Pim.	Black. Mr. Barry.
1. K Kt to B 3	1. P to Q 4	17. Kt to K 4	17. Kt to Q 4
2. P to Q 4	2. K Kt to B 3	18. Q to Q 2	18. Kt to K 3
3. P to Q B 4	3. P to K 3	19. P to Kt 3	19. P to K R 3
4. Kt to B 3	4. B to Kt 5	20. Q R to K sq	20. Kt to K 2
5. P to K 3	5. Castles	21. Kt to B 6 ch (b)	21. P takes Kt
6. B to Q 3	6. P takes P	22. Q takes P (c)	22. Kt to Kt 3
7. B takes P	7. P to Q Kt 3	23. B takes Kt	23. P takes B
8. P to Q R 3	8. B takes Kt	24. Q takes P ch	24. Kt to Kt 2
9. P takes B	9. B to Kt 2	25. P to Q 5	25. R to K B
10. Castles	10. Q Kt to Q 2	26. R to K 6	26. R to B 2
11. B to Q 3	11. R to K sq	27. K R to K sq	27. Q to K B sq
12. Kt to Q 2	12. P to K 4	28. K R to K 4	28. B takes P
13. Q to B 2	13. P takes Q P	29. R to K R 4	29. R to Q 2 (d)
14. B P takes P	14. Q Kt to B sq	30. Q checks, winning Queen next move	
15. P to B 3 (a)	15. R takes K P		
16. B to Kt 2	16. R to K sq		

(a) White here gives up a Pawn to win the exchange; but afterwards finds it would cost too much.

(b) Very good and sound.

(c) White should have first played R takes Kt, and Black could not save the game.

(d) An unaccountable oversight; Black had only to check with the Q, and afterwards take R with B to secure at least a drawn game.

THE THEORY OF MODERN WHIST.

In our May Number we promised to explain why the arguments of Mogul failed to convince us that there were no conventional leads in Whist. We find a difficulty in replying, because of the very slight difference of opinion there is between us. A careful examination of Mogul's letter does not shew such vital opposition as one might be led to expect from the vehemence with which he declares us to have been "utterly and perniciously wrong" in our exposition. When he says that "the rules of play are the result of calculation and experience as to the best chances of trick-making, and the inferences made from play are rational and logical deductions, and not merely conventional knowledge," he very nearly agrees with our own explanation. But if he means to say that the rules of play are the result of these causes alone, and that they are never influenced by the desire to inform the partner of the remaining cards in the suit, we differ from him, and will try to shew that the best modern authorities do repeatedly recognise such play. When, at a later period of his letter, Mogul says, that under certain circumstances a particular card is played, not for the purpose of informing your partner but to avoid misleading him, we feel that he is really admitting our case, and indulging in a harmless play upon words. In playing dummy, or in two-handed games, the same cards are not played as at Whist, because, in the one case, the great desire of the player is to deceive his opponents, and in the other he recognises the truth of the maxim that "It is of more importance to inform your partner than to deceive your adversaries." And we feel tolerably certain when Mogul is playing with a partner, practised, shrewd, and of good judgment, but ignorant of book, that he himself will not always lead the card which he would do if his partner were better able to infer.

Mogul adds that certain suits are not distinguished by any difference in the lead, and that if the play were conventional, there would be an attempt to distinguish them. Such an attempt would no doubt have been made, if there were any probability of its success, and if Mogul will only point out by what convention they can be indicated without leading to confusion, we believe that in a very short time they will be adopted by all good players. Before pointing out the care with which the very small means for signalling at Whist has been economised, we will give a few extracts from J. C. and Cavendish, to show their opinion on the point at issue.

Cavendish. "The conversation of the game:"

"The instructed player frequently selects one card in preference to another, with the sole object of affording information. When the principle is carried thus far, the play becomes purely conventional."

This extract from Cavendish is so conclusive on the point between Mogul and ourselves, that we do not think it necessary to give any further proofs of the opinion of this writer, but pass on to J. C.

J. C., speaking of the differences between French practice and ours, first, in reference to the lead of Ace from Ace and four small cards as we do, or Ace and three only as they do, says:

"I advise adherence to the old rule, as given above, and feel at least sure that, right or wrong, it is good policy to observe it, until it is shown to be wrong and generally discontinued."

The French also lead the Knave from King, Knave, ten and others in trumps. On this J. C. says:

"It may be right—there is little real difference in the two systems, but, as long as our practice remains what it is, and what it has always been, the Knave, from King, Knave, ten and others in trumps, is as wrong a card to play in England, as from the same suit the ten would be in France."

In discussing the proposed lead from intermediate sequences, he points out that such lead fails to convey certain information to the partner, and adds:

"These disadvantages, tending as they do to mystify the game, appear to me to more than counterbalance the small advantage of making sure that the first trick is not given away to a very small card."

On the lead of the Knave from a tierce to the King and others, he says:

"But perhaps he thinks the rule a bad one. Be it so, though I differ from him, my objection still remains in full force. The rule is known and observed by the best players, and he, for some crotchet of his own, has refused me the information which I have a right to expect from him, and which, in the last few cards of the hand, will very probably make the difference of my knowing, or being ignorant, whether I can win or save the game."

On playing the King second hand, from King and another:

"My reasons may not convince you in this, which has always been a vexed question, but unless there is some very obvious reason why it is of vital importance for me to get the lead, my partner at least knows, when I play the King second hand, not being trumps, that I either hold the Ace with or without others, or no other card of the suit, and I have given him information which may be of great value to him. If you object to my rule, take the other course, and always play your King. It is better for you to be uniformly wrong than to be sometimes right and sometimes wrong, and to leave your partner in constant uncertainty as to the state of your hand."

We could easily multiply quotations from both these writers, to shew that they at least recognise a conventional system of play, for the sake of informing. In one of the above instances, what is right in one country is wrong in another, for this reason. In another—the case of intermediate sequences—a slightly increased chance of trick-making is deliberately condemned, because the play which takes that chance does

not inform the partner. We think, then, it must be considered clear that neither J. C. nor Cavendish would agree with Mogul in saying that, "the fact is that the rules are the result of calculation and experience (alone), as to the best chance of trick-making, and the inferences made from play are rational and logical deductions, and not merely conventional knowledge."

So much for authority; and now we may put one case to Mogul as a crucial test of the principle. From an Ace King suit, which is the best card to lead for the purpose of making tricks? The old fashioned players played the Ace, and we have heard it said by one of them that there is this danger in leading the King—that if playing for the odd trick and a saw established, the leader's partner might trump the King, in his uncertainty as to the position of the Ace. No such danger can arise from leading the Ace, and yet in this case, where the chances of trick-making are, to however slight an extent, with one mode of play, the other is deliberately adopted because of the information afforded to your partner.

But perhaps Mogul is not aware of the careful skill with which, what we still venture to call, the conventional code of signals has been constructed, at least as regards the leads. We will attempt to shew something of this in the following analysis of the leads. There are two kinds of numerically strong suits—those which you can clear for yourself, and those in which your partner's assistance is required. In the latter it has been found that most information is conveyed by leading the lowest card in the suit. In the former case a more elaborate arrangement is required, of which this is the outline. There are twelve combinations of cards in each plain suit where it is advisable to lead one of the six highest cards (a nine or higher card), even when you have lower ones in your hand.

1. Ace, Q, Kv, &c.	5. Kg, Q, &c.	9. Kg, Kv, 10, &c.
2. Ace, Kv, 10, 9, &c.	6. Q, Kv, 10, &c.	10. 10, 9, 8, &c.
3. Ace, four or more small cards.	7. Kg, Q, Kv, and two small cards.	11. Ace, Q, 10, 9, &c.
4. Ace, Kg, &c.	8. Kv, 10, 9, &c.	12. Kg, Kv, 10, 9, &c.

Here you have twelve varieties of hands to exhibit and only six cards to use as signals. The lead of the Queen also can be made to indicate only one of these hands—No. 6—without disadvantage in making tricks. It is clear, then, that each card led must be made the signal of two different combinations of cards, and that one of the leads must bear the weight of three alternative inferences. Now, mark the skill with which this apparent confusion is surmounted, and each card forced to declare its companions. Three hands are apportioned to the Ace lead, because, as the lead does not change, the player can distinguish between these three by his second lead. The lead of the King will indicate one or other of the hands appropriated to it by passing round or being covered, while the leads of the Knave, the 10 and the 9 have been so arranged that in each case any one of four cards, either held by the player or falling to the trick, will determine which of the two hands allotted to each the card is the signal of. It requires much more belief in the action of chance than we possess to believe that a system so elaborately discriminative should have made itself, or that it can, with any justice, be denied the epithet of conventional.

We are at a loss to understand why so many players, for Mogul is not the only one, should shew so much reluctance to acknowledge that Whist includes a conventional system of signals. The greater pleasure that so many of us find in Whist, than in the best two-handed games, is owing to the necessity of combining our forces with a partner, whose resources can only be revealed to us by his skill in exhibiting and ours in reading them. The question of the fairness of conventional signs by the play of the cards has been argued and settled again and again; and we regret that Mogul should have written so strongly and, let us hope, so thoughtlessly on this point. Finally, we do not consider that any opinion which may be held as to the origin of the present system of play will make the game less worthy the attention of intellectual men. The conventional system, as we explained in our article, is only the foundation—gives only the data—upon which the intellect may be exercised. And we would remind those who insist on calling the game logical and scientific, that Whist, in its practice, is an art and not a science.

CHELTENHAM WHIST.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I am not going to bandy personalities with "Your Cheltenham Correspondent," whom I propose for the sake of brevity to call "Y. C. C." Whether there is to be discovered in his letter the faintest trace of that "Attic salt," which he says he and other Cheltonians can supply to visitors? Whether he shews courtesy, or the lack of it, in his allusions to what he so politely calls my nickname, and in his language generally? And whether I can, with the semblance of truth, be charged as wishing to be considered autocrat of the Whist table?—are questions on which I hope your readers will form their own opinions. All I can say is, that I certainly considered myself capable of criticising "Y. C. C.," and that, much as I require to imbibe "Attic salt," the more I see of the effect of Cheltenham waters the less I want to try them.

"Y. C. C." charges me with having condemned his game without having studied it, whereas I did not

condemn the game, but merely complained that you allowed the criticism on it to pass unchallenged. My remarks were—

"Z having King, Queen, and four other Spades, with the two long Trumps requiring to win three tricks in Spades, and thinking the Ace to be to his left, leads the Queen, to induce his adversary not to play the Ace,—the inducement appears to me the other way."

It will be noticed here that I do not object to the play of the Queen as being a false card, but as being less likely to be passed by the second player holding Ace than the King would have been, that is, that towards the end of a game, being second player with Ace in my hand, I should be much more disposed to pass the King led than the Queen; it is palpable however that "Y. C. C." would feel differently; the point may admit of doubt, but is certainly not worth discussion. I then proceed to crack my joke (*sic* "Y. C. C.") at A's play as follows:—

"Strange to say he (*i. e.* Z.) succeeds, for the second player (A) having Ace, Knave, Ten and another, passes the Queen, *because* he supposes the King must be held by his left hand adversary."

"Y. C. C." in reference to this says that A's supposition that the other adversary has the King is my gratuitous inference. It is almost incredible that "Y. C. C." should allege this when his own words at note 7 are as follows: "A naturally supposes the King to be in the hands of X passes it," now X was the third player and A's left hand adversary. If this is not what "Y. C. C." intended to say why don't he say so? the reason given is so obviously ridiculous that it requires no Whist autocrat to dare so to call it, and if "Y. C. C." means to defend such reasoning no one will care to argue with him about it. The truth seems to be that Y. C. C.'s head is so full of his wonderful success with what he considers his brilliant play of a false card that he is indifferent to carrying out his self-imposed task of criticising the play of the four hands, else I will give him the credit of supposing that his note 7 would have been "A plays wretchedly in not covering with the Ace."

To pass to another matter. J. C.'s disclaimer of the meaning imputed to him by Senex must be welcome to all Whist players, for most of us I believe (vide p. 153 of Dr. Pole on the Theory of Modern Whist) attached the same meaning as Senex to the passage in question, and regretted it as the only blot on a book which we can hardly value too highly.

I fancy that your correspondent, who writes editorially for your Paper, but who, so you tell us, is not the editor, must find it a tough job to prove his proposition that the rules of play at Whist are mere signals invented to give information. Why he should tackle such a job to try to diminish the principal lustre of Whist I cannot guess. If he attempts it he ought at least to give the world his *nom de plume.*

MOGUL.

[In reference to the last paragraph of this letter, we may say that Mogul will find an answer to his letter on the Theory of Modern Whist in another part of the present number. Last month we had to choose between letting this article stand over or the letter of J. C., and we knew anything from him would be more acceptable to our readers than our own writing. But we are certainly surprised to find that a man of experience like Mogul should have apparently shared a delusion we thought confined to the greenest of country newspaper readers—that the editor of a magazine wrote the whole of it himself. It is related of Dr. Maginn, that when his staff struck on one occasion, he filled the whole of the periodical which he edited with his own writing; but such a performance is beyond our Editor's modest powers. We are glad to say that there are several gentlemen whose views on Whist agree, in the main, with ours, and who are willing to suppress any minor points of difference, when using the editorial "we." When they wish to express opinions which differ from ours, we are equally ready to give their views a place, on condition that they relieve us from responsibility by writing in the form of a letter, and adopting a signature. For the article which has excited the wrath of Mogul we are alone responsible; but we will give Mogul the choice of a dozen *noms de plume* for the author should he continue to desire it.—Ed.]

CHARLES DICKENS ON WHIST.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—Everything connected with the great novelist we have just lost, whose remains have found so fit a resting place in our National Mausoleum, in close neighbourhood with the monuments of Shakespeare, Addison, Goldsmith, Johnson, Macaulay and Garrick, will have a value in the eyes of your readers.

The interest, felt by all who speak the English language, in one endowed with so many gifts of heart and head, who created a Pickwick, a Dorrit, a Dombey, and a hundred other undying characters, will be augmented in the minds of your subscribers, perhaps, by the publication of a letter from him, in my possession, on the subject of Whist.

While it shows that this was a pastime Dickens much enjoyed, it is another instance of the genius for

which he was so remarkable,—that of being able to throw a charm and a sunbeam of fancy into the commonplace transactions of life.

Towards the end of the year 1868 I was applied to by a well known lexicographer to give him the correct spelling, explanation and definition of the term "ruff," as used in Whist. Finding on reference that the word was spelt "ruff," "ruffe," and that Dickens had written it "rough," I was curious to know on what authority he had done so, and wrote accordingly, stating my reasons for believing that "ruff" was the correct way of spelling it. The following was his amusing reply. Yours faithfully, W. L.

MY DEAR ——— Adelphi Hotel, Liverpool, Thursday, 15th October 1868.

To the best of my remembrance I used the orthography in question in Pickwick. With the daring of youth, I rushed into the Sanctuary of Whist, and assumed that the word was derived from the "rough" nature of the process, and its exasperating effects on the feelings of the patient. Now that I have arrived at a more chastened period of life, and have become more cognizant of its many mysteries, I penitently perceive that I may have been quite wrong. I have no means of reference here, but if I were wrong herein, I rather think it was in good company. I am much mistaken if the word were not so spelt by Garrick, in *Prologues and Epilogues*, and by the elder Colman in plays. I think I could find a number of such instances, with ease, in the good dramatic literature of the last century.

Very *Faithfully yours,
CHARLES DICKENS.

[* Charles Dickens always wrote this word with a capital.—Ed.]

REVIEWS—THE THEORY OF WHIST.*

MANY of our readers received their first Whist lesson from Major A. For some years his was the best book for the guidance of the unlearned. It retained its popularity until J. C., Cavendish and Cam entered the field. The last edition of Major A. contained the treatise under review, and which, revised, is now published in a separate form. That an article on the Theory of Whist should, after the lapse of six years, bear re-publication, speaks so much in its favour that it will need little praise at our hands. The chief authorities on Whist have each their distinctive characteristics. J. C. writes with such simplicity and force that he carries his views home to the understanding of his readers, and by this simplicity he caused a revolution in the game. Cavendish is more precise and logical in his reasoning and the arrangement of his matter, and he worthily followed suit and drove home the ideas already dawning in the modern player's mind. By means of maxims Cam made head with another class of players, and having the reputation of a fine player, his book, like the others, was largely circulated and read. Professor Pole then entered the field, and, differing in no respect from any of the writers just named, endeavours to make clear the principles of the game, so that the young players may more readily acquire knowledge from practice and by the study of the other writers. The theory should in all cases precede the practical. In the introduction to the book our author writes :—

"The young people of a family especially are often repelled from Whist by thinking it dull and difficult. Nothing can be more erroneous than such an idea. If learnt on proper principles it soon becomes an attractive amusement as well as an admirable mental excercise, and to attain moderate proficiency in it is much easier than is usually supposed.

"But there are many players of more experience who take real pleasure in a domestic rubber, but who are still much in the dark as to the true merits of the game; and it is desirable to impress on this large class how greatly the interest of their recreation would be increased if they would, by a little study of the principles of Whist, learn to play it in a more rational and systematic manner."

The theory of the game, according to the Professor, consists in the two partners playing on the same system in partnership together, the interest of both being identical, and each treating the other's cards as their own. Each in fact playing 26 instead of 13 cards. The combination system, the partnership on which the Professor so ably descants, although never so well explained as in this book, is tacitly assumed by all modern writers, and the idea of this mutuality of interest is surely as old as Double Dummy. Each successive book that has been written on the subject has tended towards the goal wherein Whist shall become as like Double Dummy as possible. By the old system if every man did not play on his own account and treat his partner as a quasi enemy, at any rate his paramount object was to make tricks in his own hand and he played for that hand almost alone. The Professor's description of the game as an intellectual pursuit, and its moral and social relations, is pleasant reading, and that he may succeed in making the Whist players good tempered in all their transactions is our most earnest wish. If again he can induce people to believe that Whist will not come by instinct but that it must be learnt, he will do much for their and our comfort. Here is what the Professor says :—

"There has hitherto, however, been a great defect in the manner of teaching this system. It has been the invariable custom

* *The Theory of the Modern Scientific Game of Whist*, by WILLIAM POLE, F.R.S., Mus. Doc., Oxon. Longmans, Green and Co.

to lay down practical rules and directions for play, sometimes in their naked simplicity and sometimes accompanied with more or less argument or explanation (as done to a certain extent originally by Hoyle and Mathews), but always leaving the student to extract for himself from this mass of detail, the general principles on which these rules are based. Just as if a student of chemistry were put into a working druggist's shop and expected to acquire all his knowledge of the science, by inference, from the operations he was taught to carry on there.

"In other words no attempt has ever been made to work out or to explain the fundamental theory of the game; and believing that the thorough understanding of this is the best possible preparation for using the rules aright, and for acquiring an intelligent style of play, we propose to state this theory somewhat fully, and to show how it becomes developed in the shape of practical rules."

We do not think the Professor successfully meets the point raised in No. 12, Vol. II. of these Papers, where Senex advocates the system of openness in his partners and concealment in his adversaries suit. Nor are we aware that the Professor can find any rule in Clay that with 5 trumps he should always lead one. We are quite aware that it is nearly always right, but we fancy there are hands where it would be bad so to play. Of this we are sure that neither Clay nor Cavendish in their books justify a Blue Peter with 5 small trumps without an honour. The Professor at page 42 gives the meaning of "strengthening play":—

"The meaning of this term is often misunderstood, but it is exceedingly simple. Whenever a high card is played its withdrawal promotes (in military parlance) all the lower cards of that suit still existing in the various hands, *i.e.* it raises each of them a step in rank; what was formerly the third best becoming now the second best and so on. And as it is evident that the longest hand will be the most likely to benefit by this proceeding, this hand is said to be strengthened thereby, so that when your partner plays out high cards of your long suit, even though he may not make tricks with them, their withdrawal will strengthen and thereby benefit you. This is an important reason for the well known rule to play highest third hand; you having led from your long suit your partner plays the highest he has, not only to do his best towards getting the trick, but also if he loses it to strengthen your hand by getting high cards out of your way. This last object is entirely lost sight of by those silly people who feel mortified at 'having their high cards taken,' as well as by those not much less silly, who, when strong in trumps, object to 'lead up to an honour.'"

Chapter 5 we should have preferred to have been omitted. It is either too much or too little. It is bad to give a few directions as to leads unless you exhaust the subject, and Cavendish and Cam have both given the leads better than this. In the leads from the highest of a sequence, the Professor omits 10, 9, 8, and Ace, Knave, 10, 9. These are minor matters, but if it were worth doing it was worth doing well. Besides the Professor has plenty of matter we should have prefered to have seen in the book. We do not suppose there are many persons who read his letters on Whist that appeared in the *Field*, although all players would like to do so. We do not all possess a file of the *Field*, and to read a column or half a column of an abstruse mathematical question one week, and to continue the subject at intervals of a fortnight or three weeks is more than we are able to do with profit to ourselves. The letters, which without doubt were valuable contributions to Whist literature, are for the present lost to the public, from the manner in which they were published.

The Professor is a great authority on the subject of odds, and we have no reliable tables on the subject. Mogul half promised us something on odds, but we fear he has done nothing. The Whist players require the correct odds at the different stages of the rubber, the chances of any given card or cards in a particular hand and so on. We do not mean they want the formula or the proof of the proposition, but the result in tabular form. We hope when another edition of this book is called for, the Professor will not think these suggestions impertinent. To any person desiring to understand the principles of Whist, we cordially recommend this book.

OUR WHIST PLAYERS.

"Sæpe decem vitiis instruction, odit et horret."—HOR. 1 Ep. xviii.

"Tho' ten times worse themselves, you'll frequent view
Those who with keenest rage will censure you."

HESITATING Players. They are of two kinds—those who hesitate to collect their ideas to guide their play, and illustrate the Scriptural simile, "Unstable as water—thou shalt not excel," and, under the combined influences of doubt and uncertainty, muddle their intellect and render confusion worse confounded.

We have two examples of these players. 1st. We have a hesitating player, whose knowledge of Whist, although only recently acquired, is profound; whose judgment is seldom at fault; but whose hesitation is, at times, painful to his partner as well as to his opponents.

The character we are attempting to depict invariably shews itself, and becomes, alas, painfully manifest. He will draw a card—look at it fondly; hesitating still, he will study it attentively; replace it; go through a similar performance with another card, as it were in tender dalliance, "letting I *dare not* wait upon I *would*, like the poor cat in th' adage," and eventually play the card first selected. This so constantly happens that it must be considered to be merely habit, but a habit so obnoxious that I trust it will be abandoned. His play is quite good enough without clap-trap to draw attention to it. Availing himself of every opportunity of finding fault with his partner, he affects the "critic," not always accompanied by the *suaviter in modo*, while he

furtively attempts to sneer at what he chooses to consider very bad play. Invectives of barbarous import and of empty sound are mercilessly launched forth, gratifying only to himself, but falling harmlessly upon the ears of others.

The second example—who is evidently a pupil of the class "Roarer," having all his disagreeable qualities, without his amiable and genial ones—is indeed a bore and a nuisance. After much hesitation he selects a card, plays it, whilst a greasy smile of self-satisfaction overspreads his ill-omened visage, which would be ludicrous, were it not hideous. Perhaps there is less hope for the character under consideration than for the one we last depicted. Secure in his self-esteem—covered, as it were, with an impenetrable armour of conceit —he is equally secure against the arrows of sarcasm or the arguments of common sense. Thus it is entirely a matter of chance whether his play be correct or otherwise; but, as it may be easily inferred, it is generally the latter. He also is fond of criticism, a penchant mostly to be found in those whose knowledge of the game is meagre and superficial; and it follows that his remarks, which are rather *muttered* than *uttered*, are offensive and erroneous. His conceit, in which he is so hopelessly enveloped, prevents his blind stupidity from being enlightened, and thus frustrates the faintest hope or prospect of improvement. It is bad enough to be worried by a player whose knowledge of Whist we can respect, but to be bored by the remarks of a player of this calibre is more than we can tolerate.

Now, sir, permit me to say that I shall be in London shortly, when I hope to be invited to your Westminster Chess Club, of which I have heard such a wonderful description, where I trust to escape such players a sthose which I have pourtrayed. MACHAON.

Bristol, 25th May 1870.

[WE are delighted at the prospect of seeing Machaon amongst us, and we hope that the pen which has so graphically described the Bristol players will not fail to point out the peculiarities of the Londoners. The types of character our friend has described were formerly common in our clubs, but we flatter ourselves we have changed all that. In London he will find we are more advanced and better educated than the provincial players. He will find here rooms light, clean and lofty, and not, as we understand the Bristol room is, dark, dull, and ill-ventilated. The tables are not covered with tobacco ashes, nor is tea or grog spilt thereon. The players are aimiability itself, and no noise, wrangling, or muttered curses are heard. No savage looks are seen, but all is serenity and cheerfulness. The game is now an intellectual pursuit, not selfishly followed for the pleasure it gives to the players alone, but the comfort of their friends is duly considered. The good players take delight in the improvement of their inferiors. If there be an alloy to this picture it arises from the bad players—we had almost said—scolding (but scolding there is none) the better players. This is from not knowing better, and not from inherent vice. The players do not roar at one another; they would no more commit an act of incivility than they would look over another's hand, or claim honours when they have them not, or mark a trick more than they get, or do anything approaching dishonesty. These were disagreeables of the past, and we hope we may lay claim to some of the credit of this reform. If our Papers were only as well circulated at Bristol as they are here we should expect the same result, and if Whist Bears there are in other parts of the country we guarantee an improvement for the modest price of six shillings per annum; and if the lash, that has hitherto been applied with so light a hand, does not produce the desired result, we will try a different style. Unruly men cannot always be successfully treated by the same system.]

PIQUET.

IN our last number under this head we inserted three questions and answers, forwarded to us by a very good player at the game. One of these (the first) we regret to find is incorrect, and we hasten to rectify the blunder. The question and answer referred to is as follows: "B and C are playing. C, elder hand, says, I shall leave a card; instead of doing so, he discards four cards and takes in five, and then looks at a card belonging to B, younger hand. What is the penalty?—*Ans.* He is to reckon nothing that deal." The answer ought to have been C loses the game. The mis-conception either arose from our contributor playing the French game (which is less severe in the matter of penalties than ours), or he has misunderstood the English rule, which is not clearly expressed. No. 2 of Bohn's rules is as follows:—"If the elder hand takes in one of the 3 cards which belongs to the younger hand he loses the game." The words ought to be as the rule is; if the elder hand takes in one of the cards which belong to the younger hand he loses the game." It is probably the 3 that has misled our contributor. If you leave out the 3 the matter will probably appear sufficiently plain, because the moment the elder hand says he leaves a card, that card belongs to the younger hand, subject only to the right of the elder to see it. However the mistake has arisen, it clearly is a mistake, and the rule is plain and has been followed for many years—That if a player looks at one of his adversary's cards he loses the game. This rule has but one exception. Many years ago a well-known but unscrupulous player at Bath

and Cheltenham was in the habit of laying the following trap for his adversary:—As elder hand he took only 4 cards from the stock. The younger hand very often took up the cards which he found left, without counting them. His dishonest opponent then claimed the game, saying "you have taken in one of my cards." Owing to the frequent success of this trick it was ruled by the players of the day that there should be no penalty on taking in an adversary's card *under these circumstances.* From which fact we may deduce that the players of those days were cowardly in dealing with cheats, as we had occasion to notice last year was still the case in a London Club, and secondly, that there is considerable benefit to be derived from counting your 5 cards on taking them from the stock and counting also one by one the 3 that are left, as the best players invariably do. We should esteem it a favour if any competent person will point out any mistakes in matters of law which creep into our periodical. No one can be infallible, but as we aspire to the rank of good lawyers, in construing the laws of scientific games, it is of great importance that no error should be perpetuated through our influence, and it may encourage others to do so when we state that it was J. C. who has so kindly taken the trouble to point out this particular error.

THE DEAD BOUNDARY.

We continue from our last number the subject of the Dead Boundary, which we have undertaken to shew is a principle injurious to the game. But we hope it will be distinctly understood that we have no objection to this way of playing, if it be introduced separately by itself. Though not by any means so interesting as Croquet, we still think that this Dead Boundary would be likely to have admirers, and might find especial favour with many players who do not appreciate the game in its present form. But we are of opinion that the whole principle should be strictly retained, and that it should not be curtailed of its fair proportions with the evident view of insinuating this plan into the general game.

The system of the Dead Boundary in its fullest sense is, that a ball sent off the ground by any stroke, whether of a friend or adversary, is "dead;" or, to speak more correctly, is "powerless," until its turn has again come round. Supposing it to be the player's ball it loses its own turn, and cannot be croqued till it has by playing come off the margin again. If it is a ball sent off by the player, it is useless in the game, being uncroquetable until its turn has arrived, and it has voluntarily placed itself on the ground. Clearly there must be immense combination in such a game. And though the qualities which ensure a victory are those of caution rather than of daring, yet such a game may not be without special merits of its own. The tactics of Fabius, who—

Cunctando restituit rem

was a species of "Dead Boundary" tactics. In the Boundary game the players will keep cautiously at a distance till an opportunity arrives for one to cut out one of the marginal balls, when he will proceed with the break as far as possible, taking refuge in the margin when no more points are to be made. We will take an instance from Billiards, which is so often mentioned in connection with Croquet. There is at Billiards, with the present certainty with which cannons can be made, very little playing for safety; comparatively, that is. At Pool, and at Single Pool especially, every stroke is played with reference to safety. Single Pool is one of the most cunning, and to us one of the most tedious of games; but to those to whom great craft is an essential quality, the management of the balls at Single Pool is immensely fascinating.

In this manner, then, the Dead Boundary may be introduced with advantage. As a principle "pure and simple" there can be no objection to it whatever. Only it ought not to be allowed to interfere with Croquet, a separate game, of which the very essence is, that it should be bridled with as few restrictions as possible. We now proceed to make good our word, and to show how the Dead Boundary in its modified form, as recommended by the Conference for trial and consideration, leads in many instances to a desperate slashing about of the balls; and that though in some instances it may do away with coarse play, in others it is only the cause of it.

I.—2 and 4 are at the 3rd hoop; 1 and 3 are at the 5th. It is 1 to play. His distance from 2 is 6 yards; from 3 is 8 yards. In the old game he ought not to neglect the short distance, but go at 2, and should his hit bring 2 up to 4, and get 4 and 3 into the game, getting the rush on 3 first; then after making the 5th hoop, pioneering 3 to hoop 7, and playing up to 4, lying in the middle of the ground. With the Dead Boundary daring play doesn't pay. It would not suit 1 to try his shot at 2, nor yet would it answer to lie up to 3. The plan would be to slash at 3 hard, so as to go to the Boundary, near the corner. If 2 should miss 4, 3 would again go hard at 1, because should 4, the next player, fail to cut out one of the marginal balls, balls 1 and 3 will have a splendid game. Thus, in two instances two hard and coarse strokes are required instead of two quiet and delicate ones. We fully admit that there are instances in which delicate strokes are required in playing for the boundary; but if a balance is drawn, as many fine strokes are cut out of the game as are brought in.

II.—We give the next and concluding instance with the seven hoop setting. It is 4's turn to play; and 4 is at the 3rd hoop; 2 is at the fourth hoop; 1 and 3 at the second hoop.

DIAGRAM I.

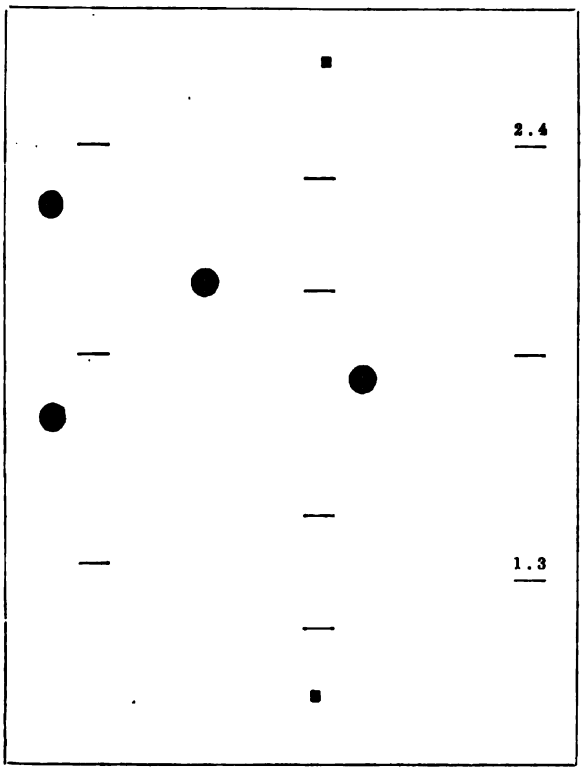
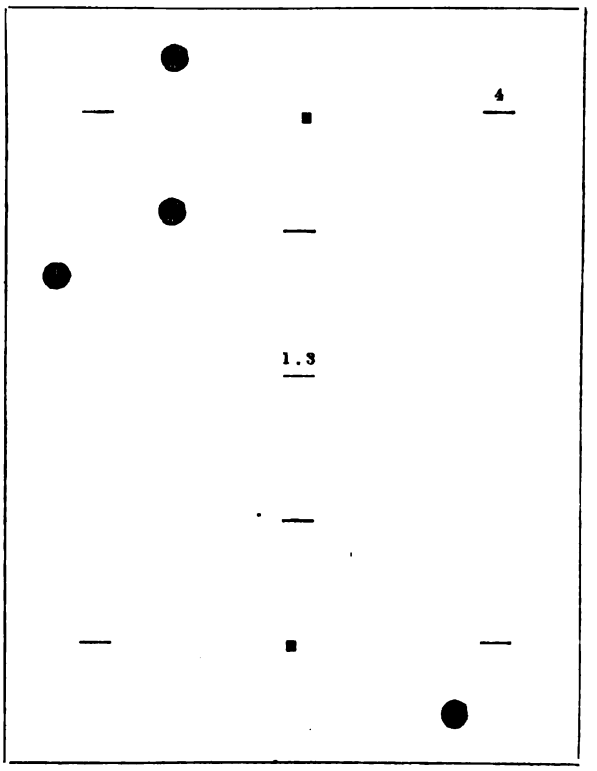


DIAGRAM II.



Without the Dead Boundary 4 would play at 1, and endeavour to get the rush on 3 towards his hoop; failing to do so, he would still try his hoop with a long following stroke off 3, and not succeeding would go down to 2.

Not so with the principle of the Dead Boundary. It would be a dangerous game first to try and get this rush on 3 and then to try his hoop with a long following stroke on this ball, because in both instances if he should mistake his strength, or send 3 off the ground, he would lose his turn and his break into the bargain. He would therefore go to 2, leaving 1 to go up to 3 in the next turn.

Now supposing 1 to hit 3, what would be his game without the Dead Boundary? He would go off 3 down to 2 and 4, hit 4 and get the rush on 2 to his hoop, and then play the forward game. Not so with the slow affair of the Dead Boundary. To go down 40 yards is a perilous affair; 1 therefore having hit 3, would place himself so that 3 would get the rush to the second hoop. Thus the system goes on for ever, players creeping on, hoop by hoop, and not venturing on a bold game, and in a majority of instances going hard at the friendly ball instead of lying up to it, so as to give the enemy the difficult task of separating the balls when lying at a distance on the boundary line.

DRAMATIC NOTES.

To discourse on theatrical matters in July is something like proposing a pic-nic in November, or suggesting strawberries and cream at Christmas; and we doubt not that the impatient reader, possibly perspiring at the sight of the title of this article, will turn over the leaf with a shudder, in search of something more appropriate to the season. Very well. Let him or her,—for it has been whispered that, since the introduction of Croquet-talk, this journal can boast of a feminine *clientèle*,—we say, let him or her turn to the perusal of the "Dead Boundary," or some other mystery connected with Croquet, on which our fellow-contributor dilates so learnedly, and with a gravity withal beseeming some deep theological question. We will not quarrel with the verdict of the reader; we care not a whit more than they do for the Drama at this period of the year, and we know of a certain lawn, but the whereabouts of which cannot possibly interest the reader, on which we would much rather

be disporting ourself at Croquet than witnessing the finest play that was ever written. But duty before all things; and as this journal professes in its title page to give some information as to the Drama, it behoves us now and then to carry out our professions.

Taking then a birdseye view of the Theatrical world, the first thing that strikes us is, that in face of numerous failures, new theatres are continually springing up. As compared with Continental cities, and looking at its population, London does not seem to be over-burdened with theatres, and it would not seem at first sight unreasonable to have a dozen more. But the fact remains that of the new theatres built, very few have been successful, and for one new one that succeeds an old one drops out of the list. Within the last two or three years, we have had the Queen's, the Holborn, the Gaiety, the Globe, the Charing Cross, the Vaudeville, the King's Cross, and the Belgravia. Of these the only one that seems to be an assured success is the Gaiety. It is as yet too early to judge of the future of the Vaudeville, and the Queen's is just now exceptionally fortunate in the mysterious success of *'Twixt Axe and Crown.* At the others the seasons are short and spasmodic; generally ending to the grief of the managers. We have included the King's Cross and the Belgravia in the above list, but they hardly deserve the name of theatre; they are suburban institutions, half theatre, half music-hall, and wholly disreputable, and it seems an understood fact that nothing else but this will thrive in the suburbs. Some of the older theatres are also in a decrepit state. The Surrey and Sadler's Wells, both of them peculiar and successful theatres some ten years ago, are now shut up altogether, after having gone from bad to worse; the latest season at Sadler's Wells having extended over the lengthy period of three days.

It is clear that a great change has come over the theatrical tastes of the public, and what was palatable to them ten years ago, is not palatable now. We have already sung a dirge over the decline and fall of melo-drama, and now the operation must be repeated over farce, tragedy, drama of all kinds, and Shakespeare himself. A play, to be successful, must belong to one of three kinds, namely, what is called modern comedy, comic opera or *opera bouffe*, either in French or English, and burlesque. Here again we must except the Queen's Theatre, where *'Twixt Axe and Crown*, which has had a long run, belongs to no particular order of drama, unless it can be called an historical medley. But the attraction lies, not in the play, but in Mrs. Rousby, who is loudly proclaimed, not so much by the critics as by the general public, to be both a beauty and a genius. We must demur to the popular opinion. We grant that she is pretty, graceful and well-trained, but we fail to discern any trace of natural dramatic genius. Putting aside then the Queen's as an exception, the playgoer may count on the fingers of one hand those theatres that have a large share of the popular favour, and he will find that in each case the success is owing to plays belonging to one of the three orders we have named. As a proof of this, take the two oldest theatres, the Haymarket and the Adelphi. Mr. Buckstone, seeing which way the wind blows, has trained the venerable staff of his theatre to the performance of modern comedy, and with the powerful aid of Mr. Sothern, the result is success. It is true that he preserves in his bill pre-Adamite specimens of theatrical geology; but these are carefully placed at the earliest and latest part of the evening, at which hours nobody is present. At the Adelphi Mr. Webster is true to old traditions, and adheres with some pride to Adelphi dramas, Adelphi scenery, and Adelphi sticks; and the result is—a long series of failures.

There is no doubt that the most successful form of play at the present day is that known as modern comedy; that is, a realistic picture of life and manners, in which people of the period are exhibited as they really talk, walk, eat and make love. If the author can only succeed in introducing fresh and witty dialogue, and make all his characters interesting, in place of sacrificing the rest to one or two, he may dispense altogether with plot and incident. We have been by no means chary in our praise of this order of play, of which it is almost superfluous to mention that Mr. Robertson is the chief prophet, and the Prince of Wales' Theatre the principal temple. Much of the popularity that these plays enjoy has been owing to the efficient way in which they have been acted and placed upon the stage. The eye is not offended by frequent changes of scene and place, nor the ear by violent onslaughts on the purity of the English language. But we are afraid that this last favourite of the public is becoming a little spoilt. The promising child, for want of correction and restraint, is being forced into maturity before its time. Already signs of decadence are beginning to appear. In *Caste*, which we consider by far the best of Mr. Robertson's plays, we had a well-balanced picture of different classes of society, and there was just enough plot to add a zest to the enjoyment of the caustic, fresh and witty dialogue. But now plot has vanished altogether, and there is only one class of people represented—that which lives in drawing-rooms. We are taken higher and higher in the social scale, and shall probably arrive in time at Windsor Castle, with nobody in the play under the grade of a lord-in-waiting. It is very evident that if the author thus contracts his limits, the mine will soon be worked out, and the popular favour lost. Descending to a minor detail, it is amazing to observe what an immense amount of smoking is considered necessary to modern comedy. In the three specimens at present before the public, *M.P.*, *Home*, and *Two Roses*, the male characters are constantly smoking, totally regardless of time or place. A great deal of valuable time is wasted in the lighting of cigars and pipes, for a dead silence is observed during the operation, and the weary audience is expected to look on with interest and envy. The authors seem to think that their best witticisms require to be wrapped up in a wreath of smoke, and so, when two actors begin to converse, after an elaborate preface of cigars and vesuvians, we look out for something very cutting and cynical. With these exceptions, Mr. Robertson's last play, *M.P.*, will not suffer by contrast with its

predecessors. The characters all belong to one class, either by birth or adoption, and there is such an amount of smoking, that we are not surprised when the heroine, justly indignant at such an abuse of the masculine privilege, begs to be allowed "one little cigarette." The play also suffers from a weak last act, where occurs the very unnatural incident of one parliamentary candidate coming into the other's committee-room. It is true that he apologises lamely for the intrusion, but nevertheless remains, to the utter destruction of dramatic unity. For all this, *M.P.* is a good and enjoyable piece, and the acting of Mr. Hare and Miss Wilton would ensure the success of many a worse play. Mr. Hare is nearly perfect, and of Miss Wilton it may be said, as of Mr. Robertson, that though both are beginning to have plenty of imitators, neither has as yet a rival. The most promising candidate for Robertsonian honours that has yet appeared is Mr. Albery, whose play of *Two Roses* has been produced, with great success, at the Vaudeville. We accept this play more as a sample of what the author may be expected to do, than from any great excellence in itself. What little plot there is, is obscure and unintelligible; we are told little or nothing of most of the characters; who they are, where they live, and how much income they possess; the situations cannot be called new, and the climax of the second act is utterly incomprehensible. If the reader desires to know what it is, he must go and find out for himself, for we decline in this weather to attempt to disentangle the web of Mr. Albery's complicated ideas. Apart from this, and allowing something for a first attempt, the author has succeeded in producing a good play. The dialogue is good and funny, if at times a trifle coarse; the love scene in the last act is very pretty, and the acting is creditable. Most praise is, we think, due to Mr. Irving and Miss Fawsitt. Mr. Irving, at home in almost any character, has never acted so well; and Miss Fawsitt—though the part was hardly suited to her—acted in such a manner as entitles her to be looked upon as the most probable successor to Miss Wilton, should that lady retire from the stage

We have mentioned burlesque and comic opera adapted from the French as sharing the favour of the public with modern comedy; but they come *longo intervallo*, and their popularity is perhaps ephemeral. French ribaldry translated into coarse English slang, and allied to sparse music, sung out of tune, does not at first sight seem likely to be productive of much gratification. Better singing can be heard at a concert, and more fun obtained out of a farce. But these plays are gorgeously mounted in the way of scenery and dresses, and there is unlimited exhibition of pretty faces and figures; and herein lies the attraction. The same reason must suffice for the tolerance of the present style of burlesque, for on no other grounds could an audience sit out the dreary productions we are oppressed with in this line. Let us, however, say a good word for *La Belle Sauvage* at the St. James's Theatre, which is the best and liveliest burlesque since the old Strand days.

Resuming our birdseye view, we notice that new plays and revivals have been tolerably numerous during the last three months, but none, except the two we have mentioned, have met with much success. *Barwise's Book* did not live long at the Haymarket, nor did *Frou Frou*, contrary to expectation, flirt, sin and repent for any great length of time at either of the theatres at which she was presented. Mr. Hollingshead's brief experiment of producing an expurgated specimen of an old comedy at the Gaiety has not, we should imagine, encouraged him to try his hand at a family edition of the older dramatists. The French company, under the management of M. Felix, have again appeared in London, with great and deserved success; but it is melancholy to think that for one person that goes to see the perfect acting of Lafont and Regnier, ten go to witness the fish-fag gambollings of Mdlle. Schneider, and, to the shame of the upper classes be it said, that amongst them are found this lady's principal supporters.

We had almost omitted to mention that Mr. Reade has dramatised his novel, *Put Yourself in his Place*, at the Adelphi. This theatre is at present, we believe, under Mr. Reade's management, as he has also produced a translation of Molière's *Malade Imaginaire*. We have a great admiration for Mr. Reade's novels, but not quite so much for his plays. His writings have been characterised as "robust," and it would seem that he has imported a great deal of robustness into his productions at the Adelphi. The language and situations are robust, the actors are robust, and the screams of Joel Dence and Grace Carden, when they discover that Henry Little is not dead, are painfully robust. Of Mr. Neville, who acts the hero in the drama, we are sorry to say there is little left but robustness. He never varies his style, and will probably remain Bob Brierley to the end of his dramatic career. Mr. Reade is more successful in his translation of Molière's play, which he calls the *Robust Invalid*. It is admirably adapted, fairly acted, and is in itself so interesting that everybody ought to see it. On the night we were present, the stalls, circles and pit were a series of howling deserts, which would be enough to dash the confidence of the most experienced actors; the heat was intense, and a thunderstorm was going on outside, and yet the play was followed to the end with the utmost interest and attention. Mr. Vining, who enacted the principal character, fulfilled the necessary conditions of robustness, and in addition acted remarkably well. His clearness of articulation, and well-accentuated delivery, were an example to his fellows. Of Miss Florence Terry we cannot speak highly. She has all the mannerisms, without the talents of her sister; and both voice and style were very artificial. If the playgoer can tolerate the shabby red wings and borders, which still form the major part of Adelphi scenery, the theatre is well worth his attention. Mr. Reade deserves success, though we much doubt, considering the state of the weather, and the very natural reaction against the Adelphi, whether he will obtain it.

NOTICES TO CORRESPONDENTS.

LEX (GLOUCESTER).—A and B win a rubber of five points; under the impression they have won six points, they claim six of X, who pays six; X and Z then recollect they lost only five, which is admitted by A and B, but B declines to pay back the odd point because the rubber is over and the points paid. Can B be forced to pay?—*Ans.* There is nothing in the Whist code to make B pay. The point is not a Whist point, but a question of right or wrong—morality rather than law. There is nothing in the code to prevent B murdering either of his opponents, or stealing their pocket handkerchiefs; but it does not follow that if B took one of their pocket handkerchiefs he would not be a thief. It must be assumed that B either knew or did not know that he was taking a point too much. In the former case he was simply dishonest. In the latter we should have thought any gentleman would prefer to return that which did not belong to him. It is true he took it innocently, but so he might his neighbour's snuff-box. We do not, however, recollect that any one ever declined to return the box, because it had been taken innocently. We scarcely think the point was ever raised, even at the Old Bailey. Our Whist legislators when they framed our code imagined they were giving rules for the guidance of civilized men, or they would have written as our first great lawgiver wrote for the Jews (when they were a semi-barbarous race). The laws would have begun, "Thou shalt not cheat"; but in the nineteenth century surely it is not necessary to explain that cheating is forbidden by a higher law than Whist law. To exemplify the case, put an ordinary commercial matter. In exchange for a £5 note the Bank gives B £10. Would B retain the money? If he would, he is not the sort of Whist player with which we should desire to play, and in law he could be made to refund.

S. S.—Any bookseller in the United Kingdom will supply you with these Papers; but if you have any difficulty you can send us six shillings for the present year, and the Papers will be sent by post,—free.

J. SANSON.—Packet received. We will notice the contents as occasion offers. We areexceedingly obliged for your courtesy.

J. M. C.—Nothing can be more foolish in our opinion than for a player to lead out the King card of his adversaries suit, and then to lead trumps. That we see this mistake constantly we are bound to admit; but the men who act thus can have no knowledge of the principles of the game. The leads must be all at haphazard, because if any man used his reflective powers for a moment he must see that if it is right to lead trumps after he has parted with the best card of his adversaries suit, *a fortiori* it must have been right to lead the trumps before parting with it.

C.B. & B.—Two cards left in each hand, Trumps (Hearts) all out. A leads the 13th Spade. B, A's partner, having the best Club and the best Diamond, is hesitating which card to throw away, and before he has played A leads out a small Club, and thereupon B played to the Spade the best Diamond. Is there any penalty for this? *Ans.* The only penalty on a man thus playing is, that his partner may be called upon to win the trick if he can. In this particular case therefore there is no penalty. The proper penalty would be that his *partner's* cards, whether two or more, should be exposed on the table and called by the adversary. When J.C. framed the laws now known as the Club Code, this point did not escape notice; the more so as there are one or two other cases in which the exposure of a partner's cards is the logical penalty. If he had had to frame laws from the beginning for a new game, he would have had no doubt on the subject; but after much deliberation with the Committee, it was decided to leave these cases alone, for two reasons: First—Because they were unwilling to introduce a new principle, and there is no precedent for obliging the partner of an offender to expose his cards. Secondly—Because this offence belongs to the class of acts so evidently and unmistakeably unfair, that you cannot legislate against it any more than you can impose a penalty on a man looking over his adversary's cards, but you avoid the man, and refuse to play with him who is habitually guilty of the offence. A player, from carelessness, may for once in his life, innocently make this mistake, but he cannot do it a second time without the plain intention of cheating. The particular case quoted is the strongest of its class, and the reasons for not legislating against it are somewhat strengthened by the fact that J. C., with all his experience, never saw the offence committed but once in his life, and we think it is the first time the point has been brought to our notice.

L.W.O.—In cutting there must be four cards in each packet, or it is no cut.

S. MITCHELL.—(1.) Through your bookseller. The Papers appear on the first of the month. (2.) Certainly not.

E. N. C.—No.

W.—We are obliged by your offer, but there is no vacancy for the post you suggest.

S.B.A.—The four cards of the current trick are on the table not touched; I claim to have them placed. Our opponent objects.—What is the law? *Ans.* Before the cards are touched the players are bound to place their cards on your requesting them to do so.

N.H.C.—The cards must not be shuffled below the table.

PIQUET.

C. R. and W.—A deals when it is B's turn to do so; A finds out this fact after both parties have looked at their cards, but before either has taken in, and he then claims that B should deal. Is A in time?—*Ans.* Law 27 (Bohn's) says: "Whoever deals twice together, and discovers it previous to seeing his cards, may insist upon his adversary dealing, although the latter may have looked at his cards." It follows that because both looked at their cards A is too late to claim a new deal. A might do so if B alone had looked at his cards, but the moment A looked at his cards he was estopped.

R. S. T., Lincoln.—You can obtain Piquet cards from any of the principal makers. We think De la Rue and Co. can supply you with the French Piquet cards, which many players prefer. The Piquet cards are slightly cheaper than the full packs.—See advertisement on second page of this number.

G. P. N.—(1) If your adversary's point is good, you cannot obtain a pique or repique; the point counts first. (2) There is no penalty for revoking, if you play the English game. You must make your adversary play the hand over again correctly.

B.—You not only have a right to count the number of cards that your adversary throws out, but you would be a careless player not to do so when the cards are not played out so that you have not the opportunity of seeing that your opponent has played with his right number.

WHIST HANDS.

WE are compelled by pressure on our space to leave out our Whist Hands. As this is the first time we have ever done so we hope to be excused. Other matter of an interesting description stands over for the like cause.

The Westminster Papers.

1st AUGUST 1870.

THE BADEN CHESS CONGRESS.

UNMOVED by the shrill notes of the war trumpets sounding in their ears, the Chess players have commenced their mimic strife at Baden. The Congress was formally opened on the 15th of July by the President, Prince Stourdza, who, in a short and vigorous speech, congratulated the assembly on seeing collected together so many of the great European players. The regulations for play in the Grand Tourney, prepared by Herr Kolisch, were then submitted to the meeting, and with some slight alterations were unanimously adopted. They are as follows :—

1. Each player shall play three games with each of the other players. The drawn games to be counted as a half game to each adversary. The gainer of the greatest number of games to be the winner of the "Baden Prize," 3,000 francs. The gainer of the next greatest number to be winner of the second prize, which shall consist of the entrance fees paid.

2. If two players, having gained the greatest number of games, have equal rights to the first prize, they shall play a match for which the two first games scored shall be decisive. The same rule will apply for the second prize.

3. On and after the 18th July play shall commence each day at 9 a.m., and each game shall be played without interruption until its termination. If any one game last less than four hours, the players shall commence another at 4 p.m., which shall also be finished at a sitting.

4. Each player to make 20 moves at least per hour; any player exceeding this time to be adjudged loser of that game. The time will be computed from the hour fixed upon for the commencement of play, and any player arriving late will be considered to have used the time that has elapsed. Should any player not have arrived one hour and a half after the appointed time, he will be adjudged to have lost that game. If the two players have not arrived one hour and a half after the appointed time, they shall be adjudged to have each lost a game, and any special or private arrangement will not invalidate this rule.

5. The winner of each game to deliver to the secretary a readable copy of the same before the commencement of play on the succeeding day, under penalty of having the game scored as drawn. If the game is drawn, he who has the move is to furnish the copy, under penalty of having the game scored as lost.

6. The move shall alternate each game, whether it be gained or drawn. Before the Tourney it shall be decided, by lot, with which players each shall take the move in the first game.

7. The players who are to play together shall be decided by lot, and the order of the day shall be posted up in the Hall of Congress. The players assembled will be permitted to play games (during the time they are not engaged on Tourney games) to which the orders of the day will not apply, but it is necessary that these games shall be played in the Hall of Congress.

8. The rules contained in the Book of the International Congress of London in 1862 to be law.

9. M. the Baron Maytheny and M. Kolisch to act as referees, and decide in any dispute between players, and in any difference which may arise in the interpretation of the rules, and their decision to be final. These gentlemen are also empowered to complete the present rules in any matter which has not been foreseen.

The discussion upon the Laws of Chess was postponed to a later period. Five amendments to the London code will be proposed by Messrs. Kolisch and Steinitz. On Saturday the 16th July the real business of the Congress opened with a consultation game, Germany *versus* England. The Vaterland was represented by Messrs. Paulsen, Neümann and Mincwitz, and England by Messrs. Steinitz, De Vere and Blackburne. The game, an Evans Gambit, exceedingly well contested, was won by the English champions, and our readers will find it on page 51.

The Grand Tourney commenced on Monday the 18th July, the players being paired as follows for the first round :

Andersen *versus* Rosenthal	Mincwitz *versus* Stern	Winawere *versus* De Vere
Blackburne „ Steinitz	Paulsen „ Neumann	

The first round, consisting of two games, between these two redoubtable champions, resulted in a victory for Messrs. Andersen, Blackburne, Mincwitz, Paulsen and Winawere in Game No. 1, and for De Vere, Mincwitz, Neumann and Rosenthal in Game No. 2—that between Blackburne and Steinitz being drawn. The final score up to the latest date, together with a selection of the games played, will be found on page 58 of this Number.

PROBLEMS.

Problem No. XIII.—By Victor Gorgias.

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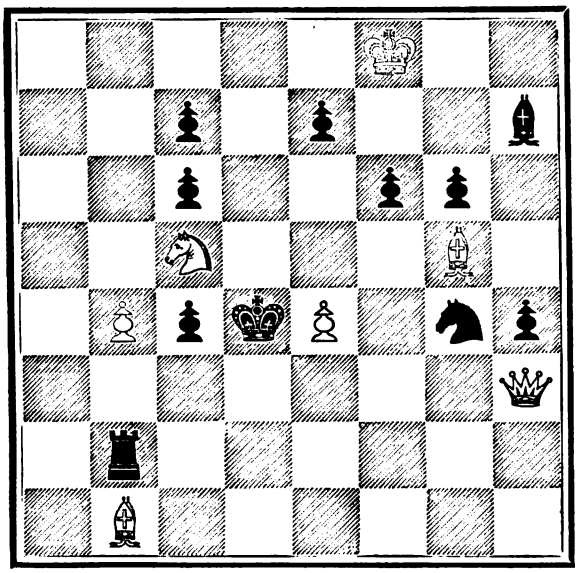
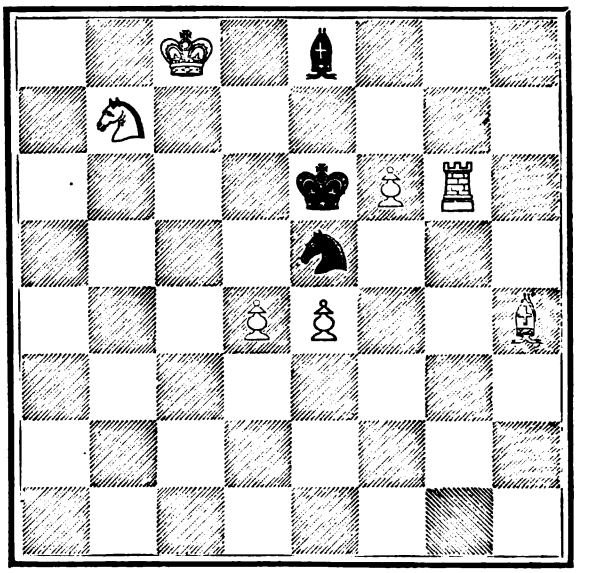


WHITE.

White to play and mate in three moves.

Problem No. XIV.—By Santiago Howell.

BLACK.

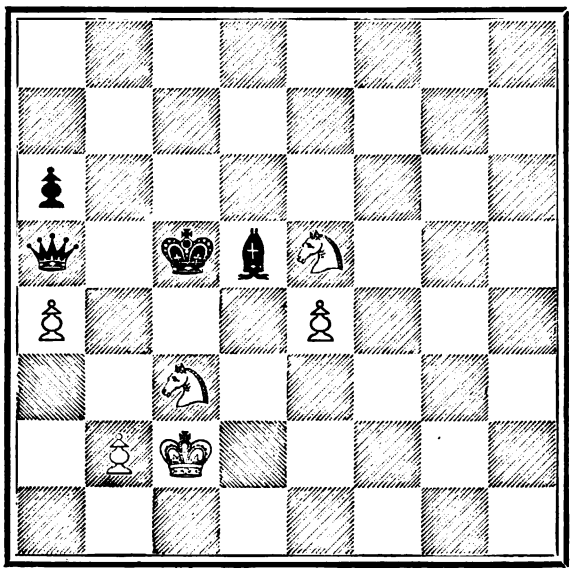


WHITE.

White to play and mate in three moves.

Problem No. XV.—By B. Horwitz.

BLACK.



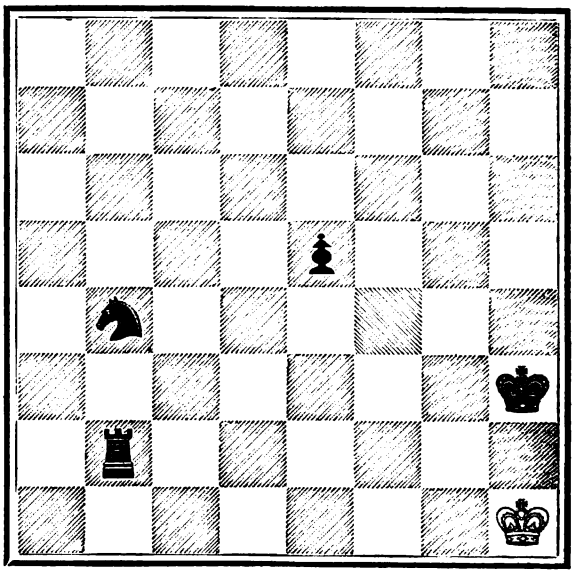
WHITE.

White to move and win.

Problem No. XVI.

The following Problem is taken from a Persian M.S. translation, of the date of Shah Jehar, in the Chess Library of Mr. George Walker.

BLACK.



WHITE.

Black to play and mate with the Pawn in four moves.

SOLUTIONS OF PROBLEMS IN THE JUNE NUMBER.

No. V.

WHITE.	BLACK.
1. Q to Q R 2	1. R to R 2 or R takes Kt
2. P to Q B 4	2. Anything
3. P to Q B 5 mate	

No. VI.

WHITE.	BLACK.
1. Kt to K B 7	1. R takes Kt
2. R to Q Kt 3	2. R takes R
3. R to Q B 3	3. Anything
4. Kt mates	

No. VII.

WHITE.	BLACK.
1. Q to Q 7	1. R takes Q (best)
2. R to K 6	2. Kt takes R (a)
3. B to B 3 ch	3. K to Q 5
4. Kt to Kt 5 mate	
	(a)
	2. R takes Kt
3. B to Q B 5	3. Anything
4. Kt, B or R mates	

No. VIII.

WHITE.	BLACK.
1. Kt to K B 6 ch	1. K to B sq
2. R takes B	2. Q takes B
3. B to K B 2 and wins	

Errata.—Problem 11, White P omitted at Kgs 3. Problem 12, Black Qn should be White Qn. The error occurred in the first 300 copies sent out.

TO OUR CHESS CORRESPONDENTS.

THOSE of our friends who send us Chess Games will much oblige by adopting our system of notation. If the games are sent in a different notation it necessitates their being recopied, and this gives a double chance for mistakes to creep into the games.

GAMES.

XI.—CONSULTATION GAME.

Blackburne, Steinitz and De Vere, against Paulsen, Neumann and Mincwitz.

Evans' Gambit.

White. GERMANY.	Black. ENGLAND.	White. GERMANY.	Black. ENGLAND.
1. P to K 4 (Time 10 A.M.)	1. P to K 4	37. Q to K R 5	37. R to K B sq
2. Kt to K B 3	2. Kt to Q B 3	38. K to R 2	38. Q to K sq
3. B to B 4	3. B to B 4	39. Q to Q sq	39. Q to K 5
4. P to Q Kt 4	4. B takes P	40. B to B sq	40. K R to B sq
5. P to Q B 3	5. B to B 4.	41. Q to Kt 4	41. Q to K sq
6. Castles	6. P to Q 3	42. B to R 3	42. Q to K Kt sq
7. P to Q 4	7. P takes P	43. B to Kt 2	43. Q to K B sq
8. P takes P	8. B to Kt 3	44. B to R 3	44. Q to K Kt sq
9. B to Kt 2	9. Kt to Q R 4	45. Q to K R 5	45. R to K sq
10. P to Q 5	10. Kt to K 2	46. R from Kt 3 to Q 3	46. K R to K 2 (3rd hour)
11. B to Q 3	11. Castles	47. B to Kt 2 (3rd hour)	47. R to K 3
12. Kt to Q B 3	12. P to Q B 3	48. R from 6th to Q 5	48. Q to B 2
13. Q to Q 2	13. P takes P	49. Q to Q sq	49. R from B 2 to K 2
14. Kt takes P	14. Kt to Kt 3	50. B to Q R 3	50. R to K 8
15. Kt takes B	15. Q takes Kt	51. Q to K Kt 4	51. Q to K 3
16. Q R to Kt sq	16. Q to Q sq	52. Q to R 5	52. Q to B 2
17. Q to B 3	17. P to K B 3 (1st hour)	53. Q to B 3	53. R from K 2 to K 6
18. Kt to Q 4	18. Kt to K B 5	54. Q to Kt 4	54. R takes R
19. Q R to Q sq	19. B to Q 2	55. R takes R	55. P to B 4
20. Q to B sq	20. Kt takes B	56. Q to B 3	56. R to K 5
21. R takes Kt	21. R to Q B sq	57. B to Kt 2	57. K to R 2
22. Q to K B 4	22. Kt to B 5	58. B to B 3	58. Q to B 2
23. B to B 3	23. Kt to K 4	59. P to Kt 3	59. Q to K 2
24. R to Kt 3	24. Q to Kt 3	60. K to Kt 2	60. R to K 7 ch
25. Kt to B 5	25. B takes Kt	61. K to B sq (4th hour)	61. R to Q B 7
26. Q takes B	26. R to Q B 2.	62. Q to Q sq	62. R to K R 7 (4th hour)
27. Q to K 6 ch (1st hour)	27. K to R sq	63. Q to B 3	63. P to Q R 4
28. R to Q sq	28. K R to Q B sq	64. R to K 3	64. Q to Q B 4
29. P to K R 4	29. P to K R 3	65. R to Q 3	65. R to Q B 7
30. B to Q 4	30. Q to B 3	66. B to Q 2	66. P to R 5
31. Q to K B 5	31. Q to B 7 (2nd hour)	67. R to Q 7	67. P to R 6
32. R to K B sq	32. Q takes R P	68. Q to Q sq	68. P to R 7
33. P to K B 4	33. Q to Q B 5	69. K to Kt 2	69. Q to B 6
34. B to K 3 (a)	34. Kt to Q B 3	70. K to R 3	70. R takes B
35. R to Q sq (2nd hour)	35. R to K sq	71. R takes R	71. P to R 8 Queening
36. R takes Q P	36. Q takes P	Resigns	

(a) If instead B takes R P, then follows Q takes R ch, and if K takes, mate follows by—

	34. R to B 8 ch	37. K to Q 4	37. R to Q 8 ch
35. K to K 2 or B 2	35. R from B sq to B 7 ch		Mates next move.
36. K to K 3	36. R to K 8 ch		

GAMES.

GAME XII.—Played in India between Mr. Cochrane and a Native Amateur.

White. Saumchurn Guhach.	Black. Mr. Cochrane.	White. Saumchurn Guhach.	Black. Mr. Cochrane.
1. P to Q 4	1. P to Q 4	17. R to B 5	17. R takes R
2. P to Q B 4	2. P to K 3	18. P takes R	18. Q to K 3
3. P to Q R 3 (a)	3. P to Q B 4	19. Q to K B 4	19. Kt to K 5
4. B P takes P	4. K P takes P.	20. B to Q 4	20. R to Q B sq
5. Kt to K B 3	5. Kt to Q B 3	21. P to K Kt 4 (c)	21. B to R 2
6. P to K 3	6. Kt to K B 3	22. P to K R 4	22. P to K Kt 4
7. B to K 2	7. B to Q 3.	23. P takes P	23. P takes P
8. Castles	8. Castles	24. Q to R 2	24. Kt takes P
9. Kt to Q B 3	9. P to K R 3 (b)	25. P to K B 4 (d)	25. Kt to Kt 6
10. Kt to Q Kt 5	10. P takes P	26. P to K B 5	26. Q to Q B 3
11. Kt takes B	11. Q takes Kt	27. K to B 2 (e)	27. Kt takes B
12. Kt takes P	12. P to Q R 3	28. R to K R sq	28. Kt takes B
13. P to Q Kt 4	13. Kt takes Kt	29. Q takes B ch	29. K to B sq
14. Q takes Kt	14. B to K B 4	30. R to R 6	30. Q to B 2 (f)
15. B to Kt 2	15. Q R to Q B sq	31. Q to R 8 ch & wins	
16. Q R to Q B sq	16. R to B 3.		

(a) To prevent B to Q Kt 5 when he plays Kt to Q B 3.
(b) This appears weak, but it should be mentioned that this game was "skittled" in twenty minutes.
(c) The commencement of a spirited attack, maintained with great energy to the end.
(d) This, and the following moves are finely conceived on the part of White.
(e) Better than P to K B 6, for reply to which Black plays Kt takes B, followed by Kt to K 3 and Q to B 7, &c.
(f) This loses at once, but we see no satisfactory reply to White's last move.

GAME XIII.—Played at the Dundee Chess Club 28th of May 1870.
Mr. G. B. Fraser gives Q Kt to Mr. P. Scott.

White. Mr. G. B. Fraser.	Black. Mr. P. Scott.	White. Mr. G. B. Fraser.	Black. Mr. P. Scott.
1. P to K 4	1. P to K 4	16. Q takes R	16. B to Q B 4 ch
2. K Kt to K 2	2. P to K B 4.	17. P to Q 4	17. B takes P ch
3. P to K B 4	3. P takes K P	18. K to R sq	18. K to K sq
4. P takes K P	4. P to Q 4 (a)	19. B to K B 4	19. Q to K 2
5. Kt to K B 4	5. Kt to K R 3	20. P to Q B 3	20. B to K B 3
6. Q to K R 5 ch	6. P to K Kt 3	21. B takes Q Kt	21. R takes B
7. Kt takes P	7. P takes Kt	22. Q to K Kt 6	22. B to K R sq
8. Q takes P ch	8. Kt to K B 2 (b)	23. R to K B 5.	23. R to Q B sq
9. P to K 6	9. Q B takes P	24. Q R to K B sq	24. R to Q B 2
10. Q takes B ch	10. B to K 2	25. R to K R 5	25. B to K 4 (g)
11. B to Q Kt 5 ch	11. P to Q B 3	26. R takes B	26. Q takes R
12. Castles	12. R to K R 2	27. Q to K Kt 8 ch	27. K to K 2
13. B to K 2 (c)	13. Q to Q B 2 (d)	28. R takes Kt ch	28. K to Q 3
14. B to K R 5	14. K to Q sq (e)	29. Q to Q 8 ch	Resigns.
15. Q to K Kt 6 (f)	15. R takes B		

(a) Q to K 2 would win the K P, but at the expense of much valuable time.
(b) Too late. Black finds that to move his King would be still more objectionable.
(c) It would be hazardous to play here Q to K Kt 6, on account of the threatened mate by B to Q B 4 ch, followed by sacrifice of Rook.
(d) Threatening mate, or next thing to it. (e) An excellent reply.
(f) No good apparently is derived by the capture of the Kt at this stage.
(g) This is just what White had been anticipating for a move or two back.

CHESS IN LONDON.

MATCH BETWEEN THE WESTMINSTER AND THE CITY OF LONDON CHESS CLUBS.

On Tuesday evening, the 26th ult., a match of more than usual interest between these two Clubs came off at the rooms of the Westminster Club in the Adelphi. The challenge was issued by the City of London, and was immediately accepted by the Westminster. The arrangements were entrusted to Mr. W. T. Chappell on behalf of the City of London Club, and Mr. P. T. Duffy on behalf of the Westminster Club; and the following are the terms agreed upon between the respective captains:

1.—Each Club to be represented by at least 15 players.

2.—One game to be played; and, if possible, to be concluded the same evening.

3.—One hour to be allowed to each player for every twenty moves. The time saved in the first hour to be reckoned in the second, &c., &c.

4.—The score to be taken on the total of games played in the course of the evening.

Before entering into the details of this exciting contest it may be interesting to our readers if we give a slight sketch of the career of the clubs engaged in it.

The City of London Chess Club was established in the year 1852, with very modest pretensions, and from the desire of some six or eight young Chess players to establish regular meetings for the practice of the game. These meetings were held weekly, and the society soon extended itself, until the Club numbered from twenty to thirty members, and in the ensuing years some matches were played with one or two of the provincial Clubs. It may be mentioned as a fact, which may account in a great measure for the *long-continued* and sustained interest maintained in the proceedings of the Club, that the system of management pursued was based on the principle of a continuous Tourney from year to year between the members, every game played being recorded in a tabulated form, thus establishing a strong spirit of friendly emulation between such of the members as more regularly attended its weekly meetings. Under these regulations the Club retained for a lengthened period among its ranks such players as J. Lord, F. E. Lamb, W. T. Chappell, the Howard Brothers, Standring, &c., and was frequently visited by its honorary members, Herren Falkbeer and Kling. In the course of events, however, many of the original members ceased to attend, and some discussion arose as to whether the Club meetings should be continued. At this critical stage of its experience, the Club fortunately secured the services of its present indefatigable secretary, Mr. W. T. Chappell. Sustained by a strong feeling on the part of some of the remaining members, a change of situation,—from Mouflet's Hotel, Newgate Street, to its present place of meeting, the City of London Tavern, Bishopsgate Street,—was resolved upon, and it was determined to make a fresh and vigorous effort to resuscitate the Club, and impart renewed vitality and vigour to its proceedings. The time for play was appointed for twice in each week. The secretary entered into communication with other Clubs, for friendly encounters either by correspondence or over the board, and also secured the energetic cooperation of Mr. J. H. Blackburne as honorary member. About this time the old London Chess Club officially terminated its existence, and the City of London Club obtained a considerable accession of members thereby, the muster roll now showing over 100 members. It will thus be seen that the City of London Chess Club has maintained itself in every respect an important representative of English Chess, and, aspiring to the first rank, challenged the Westminster to play fifteen members against fifteen. The Westminster accordingly accepted the challenge, and hence the present match.

The Westminster Chess Club, in assuming that title, cannot have had Modesty presiding at its inauguration, as the original "Westminster" was perhaps the most famous association of Chess-players ever established in this country. It may be said however for the founders of the new

Club that they had in the list of players enrolled among its first members fair grounds for assuming that in reviving the name they would also renew for British Chess the glories of its renowned predecessor. To admit that the new Westminster has fulfilled its mission in that respect would be to say too much, and indeed the majority of its members would be disposed to deny that they were destined for any mission whatever beyond making themselves as comfortable as possible. Our modern ideas of comfort have been curiously anticipated and melodiously embodied in the lyrical assertion of the celebrated Miller of the Dee:

"I care for nobody—and nobody cares for me."

And they are, we need scarcely say, altogether inconsistent with the worry of continuous Chess Matches and Tourneys. It was unfortunate too (as regards the "mission" referred to) that most of the original members entered the Club with a reputation already achieved, and after they had practically forsaken Chess for the graver pursuits of life. Hence encounters between the strongest players have been—and we understand still are—rare in the Westminster Club, and there have been few if any promotions from the second to the first rank of players.

Hence also, we venture to say, the disinclination evinced by many of the strongest players to take part in the contest now under notice. In most of the Chess clubs with which we are acquainted the game is a very serious business indeed, and "spirit of emulation" not unfrequently becomes a convertible term for "mild animosity." In the Westminster, Chess is essentially an amusement for the leisure moments of its members, and in such an atmosphere emulation and animosity are alike out of place. Notwithstanding all this however, the Westminster Club, since its formation in July 1866, has never failed to contribute its aid to every movement for the advancement of Chess, and a Club which numbers amongst its members such players as Boden, Burden, Barnes, De Vere, Lowe, Macdonnell, Medley, Mongredien and Wormald must be regarded as the leading representative of British Chess.

At Six o'clock on the appointed evening there was a strong muster of the players, and, thanks to the excellent arrangements of the two captains,—Messrs. Chappell and Duffy,—the players were paired without the slightest confusion. It will be seen that several of the strongest Westminster players took no part in the contest, viz.: Messrs. Boden, Barnes, Macdonnell, Wormald, Burden and De Vere, whilst the City of London Club lacked the powerful aid of Mr. Blackburne, who is engaged in the Tourney at Baden. The following is the result of the evening's play:—

Westminster.		City of London.	Westminster Won	City of London Won	Drawn Games
Alexander	v.	Rudderforth ...	...	...	1
Belaieff	v.	Potter ...	...	1	...
Lowe	v.	Burn ...	...	1	1
Blumberg	v.	Lamb ...	2	1	...
Harrison	v.	Humphreys ...	3	1	...
Duffy	v.	Chappell ...	...	1	...
Lewis	v.	Van der Velde	2	...	...
Ormond	v.	Down ...	1	...	...
Murphy	v.	Frankenstein ...	...	1	1
Elam	v.	Beardsall ...	1	...	...
Marett	v.	Cole ...	...	1	1
Franklin S	v.	Clark ...	2	1	...
Franklin W	v.	Huckvale ...	...	1	...
Wisker	v.	Lord ...	1	1	...
Mocatta	v.	Gossip ...	2	...	...
W———	v.	Fenton...	1	...	...
Hewitt	v.	Smith ...	...	...	1
St. Amant	v.	Watts ...	1	...	...
			16	10	5

It will thus be seen that Westminster won the match by six games. The evening's play passed off with the utmost harmony, and the members of both clubs expressed their pleasure at witnessing such a large gathering of Chess players. At one period of the evening there was as many as 19 boards occupied at the same time.

GAME XIV.

White. Mr. W. T. Chappell.	Black. Mr. Duffy.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q B 3	4. P to Q 3
5. P to Q 3	5. Kt to K B 3
6. P to Q R 4	6. P to Q R 3
7. P to K R 3	7. B to K 3
8. B takes B	8. P takes B
9. Kt to K Kt 5	9. Q to Q 2
10. Q to Kt 3	10. Kt to Q sq
11. B to K 3	11. B takes B
12. P takes B	12. Castles
13. Castles	13. P to Q 4
14. P takes P	14. P takes P
15. Kt to Q 2	15. P to Q B 3
16. Kt to K 4	16. Kt takes Kt
17. P takes Kt	17. Kt to K B 2
18. Kt to K B 3	18. K to R sq
19. Q R to Q sq	19. Q R to Q sq
20. P takes P	20. P takes P
21. P to K 4	21. Q to B 2
22. R takes P	22. R takes R
23. Q takes R	23. R to K sq
24. P to Q Kt 4	24. P to K R 3
25. Kt to K R 4	25. Kt to Kt 4
26. Kt to Kt 6 ch	26. K to R 2
27. Kt to B 8 ch	27. K to R sq
28. P to K R 4	28. R to Q sq
29. Q takes P	29. Q takes Q
30. Kt to K 6 ch	30. K to R 2
31. Kt takes Q	31. Kt takes P
32. P to B 4	32. Kt to B 6
33. R to B 7	33. Kt takes P
34. R takes P	34. Kt to Kt 7
35. R to R 7	35. R to Q 5
36. R takes P	36. Kt takes P
37. Kt to K B 3	37. R to Q 8 ch
38. K to R 2	38. R to Q Kt 8
39. P to Kt 5	39. R takes P
40. R to R 7	40. Kt to K 4
41. Kt to Q 4	41. R to Q 4
42. Kt to K 6	42. Kt to Q 2
43. R takes Kt	43. R takes R
44. Kt to B 8 ch	44. K to Kt sq
45. Kt takes R	Resigns.

GAME XV.

White. Mr. Ormond.	Black. Mr Down.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q B 3	4. Kt to K B 3
5. P to Q 3	5. P to K R 3
6. B to K 3	6. B to Q Kt 3
7. Kt to Q 2	7. Castles
8. Castles	8. P to Q 3
9. P to K R 3	9. K to K R
10. P to Q 4	10. Kt to K R 2
11. P to Q 5	11. Kt to K 2
12. B to Q 3	12. P to K B 4
13. P to Q B 4	13. P to K B 5
14. B takes B	14. P takes B
15. Kt to K R 4	15. B to Q 2
16. Q to K 2	16. R to B 3
17. P to Q Kt 3	17. Kt to K Kt 3
18. Kt to K B 5	18. B takes Kt
19. P takes B	19. Kt to K 2
20. P to K Kt 4	20. P to K Kt 4
21. Kt to K 4	21. R to K B 2
22. K to Kt 2	22. Kt to K B 3
23. Kt takes Kt	23. Kt takes Kt
24. Q takes Kt	24. Kt to K Kt
25. P to Q R 4	25. Kt to K B 3
26. Q to K 2	26. Q to K Kt
27. Q R to K Kt	27. Q to K Kt 2
28. P to R 4	28. R to K Kt sq
29. R to R 3	29. P takes R P
30. R takes P	30. Kt takes P
31. K to R 3	31. Kt takes P ch
32. Q takes K	32. Q takes R
33. R takes P ch	33. R interposes
34. R takes R ch	34. K takes R
35. P to K B 6 dis ch	Resigns.

GAME XVI.

White. Mr. Mocatta.	Black. Mr. Gossip.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to K B 3
3. B to Q B 4	3. Kt to Q B 3
4. P to Q 3	4. B to Q B 4
5. Castles	5. P to Q 3
6. P to K R 3	6. Castles
7. Kt to Q B 3	7. B to K 3
8. B to Q Kt 3	8. P to Q 4
9. B to K Kt 5	9. P to Q 5
10. Kt to K 2	10. P to Q R 4
11. B to Q R 4	11. P to K R 3
12. B to K R 4	12. Q to Q 3
13. B takes K Kt	13. P takes B
14. B takes Q Kt	14. Q takes B
15. Kt to K Kt 3	15. Q to Q 2
16. Kt to K R 4	16. K to R 2
17. K Kt to K B 5	17. R to K Kt
18. Q to Q 2	18. R to K Kt 3
19. P to K R 4	19. Q R to K Kt
20. Q takes Q R P	20. B to Q Kt 3
21. Q to Q 2	21. B takes Kt
22. P takes B	22. R to K Kt 5
23. P to K R 5	23. P to Q B 4
24. Q R to K	24. B to Q B 2
25. R to K 4	25. R to K B 5
26. P to Q R 3	26. P to Q Kt 4
27. P to Q Kt 3	27. Q R to K Kt 5
28. P to Q R 4	28. R takes R
29. P takes R	29. P takes P
30. P takes P	30. Q takes P
31. Q to K 2	31. R to K Kt
32. R to Q Kt	32. P to Q B 5
33. R to Q Kt 7	33. Q to Q B 3
34. R to Q Kt 4	34. R takes Kt
35. R takes P	35. P to Q 6
36. P takes P	36. Q to Q Kt 3
37. R takes B	37. Q takes R
38. P takes R	38. Q to Q B 8 ch
39. K to R 2	39. Q to K Kt 4
40. K to R 3	40. K to Kt 2
41. Q to K Kt 4	41. K to K B
42. Q takes Q	42. B P takes Q
43. P to K B 6	43. K to K
44. K to K Kt 4	44. K to Q 2
45. K to K B 5	Resigns.

GAME XVII.

White. Mr. Beardsall.	Black. Dr. Elam.
1. P to K 4	1. P to Q B 4
2. Kt to K B 3	2. P to K 3
3. P to Q B 3	3. Kt to Q B 3
4. P to Q 4	4. P to Q 4
5. P to K 5	5. Q to Kt 3
6. P to Q R 4	6. Q B P takes P
7. Kt takes P	7. Kt takes K P
8. K B to Q Kt 5 ch	8. B to Q 2
9. Q B to K 3	9. Q to Q sq
10. Castles	10. P to Q R 3
11. P to K B 4	11. B takes B
12. P takes Kt	12. B takes R
13. Q takes B	13. B to Q B 4
14. Kt to Q 2	14. B takes Kt
15. P takes B	15. Kt to K 2
16. B to K Kt 5	16. Q to Q Kt 3
17. Kt to K B 3	17. Kt to K B 4
18. P to Q R 5	18. Q to Q R 2
19. Q to Q sq	19. Castles (K side)
20. P to K Kt 4	20. P to K R 3
21. P takes Kt	21. P takes B
22. P takes P	22. P takes P
23. Kt takes P	23. Q R to K sq
24. Q to Q 3	24. K R to K B 4
25. P to K R 4	25. P to K Kt 3
26. K to Kt 2	26. P to Q Kt 4
27. P takes P *en passant*	27. Q takes P
28. P to Q Kt 4	28. Q takes P
29. R takes R P	29. Q to K 8
30. Kt to K B 3	30. Q to Q B 8
31. R to Q R 2	31. Q R to K B sq
32. Q to Q R 6	32. R takes Kt
33. Q takes P ch	

After a few more moves White resigned.

GAME XVIII.

White. Mr. Gossip.	Black. Mr. Mocatta.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P to Q 4
3. P takes Q P	3. P to K 5
4. Kt to Q B 3	4. Kt to K B 3
5. B to B 4	5. B to Q 3
6. K Kt to K 2	6. Castles
7. P to Q 3	7. R to K sq
8. P to K R 3	8. P to Q R 3
9. P to Q R 4	9. Q Kt to Q 2
10. P takes P	10. Kt takes K P
11. Kt takes Kt	11. R takes Kt
12. Q to Q 3	12. Kt to B 4
13. Q to Q B 3	13. B to Q 2
14. P to Q Kt 4	14. Kt takes R P
15. R takes Kt	15. B takes R
16. B to Q Kt 2	16. Q to K B
17. Castles	17. Q B takes Kt P
18. Q to Q 3	18. Q R to K
19. B to K 5	19. R takes K B
20. Q takes R	20. Q B to Kt 4
21. Q to K 4	21. B takes Kt
22. Q takes B	22. P to K B 3
23. Q to R 5	23. P takes B
24. P takes P	24. B to B 4 ch
25. K to R 2	25. Q takes R
26. Q takes R ch	26. Q to B sq
27. Q to K 6 ch	27. K to B sq
28. Q to K Kt 4	28. P to R 3
29. P to B 4	29. Q to B 8
30. Q to B 8 ch	30. K to R 2
31. Q takes B P	31. B to Kt 8 ch
32. K to Kt 3	32. Q to B 7 ch
33. K to Kt 4	33. Q takes Kt P ch
34. K to B 5	34. Q takes P ch
35. K to K 4	35. Q to K 6 ch
36. K to B 5	36. B to R 7
37. K to K 6	37. Q to R 6 ch
38. K to K 7	38. Q to K B 4
39. Q takes Q Kt P	39. Q takes P ch
40. K to Q 7	40. P to Q R 4
41. Q to Kt sq ch	41. K to Kt sq
42. Q to Kt 3	42. Q to Q 3 ch
43. K to K 8	43. B to K 4
44. Q to K B 3	44. B to B 3
Resigns.	

GAME XIX.

White. Mr. E. E. Humphreys.	Black. Mr. H. L. Harrison.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. Kt to K B 3
4. Kt to K Kt 5	4. P to Q 4
5. P takes P	5. Kt to Q R 4
6. P to Q 3	6. P to K R 3
7. Kt to K B 3	7. P to K 5
8. B checks	8. P to Q B 3
9. P takes P	9. P takes P
10. P takes K P	10. Q takes Q ch
11. K takes Q	11. P takes B
12. Kt to Q B 3	12. B to Q R 3
13. P to K 5	13. Castles ch
14. B to Q 2	14. P to Kt 5
15. P takes Kt	15. P takes Kt
16. P takes P	16. P takes P
17. R to Q Kt sq	17. B to Q B 4
18. R to K sq	18. Kt to Q B 5
19. R to K 4	19. Kt takes B
20. Kt takes Kt	20. R to Q 3
21. R to Q R 4	21. K R to Q sq
22. K to Q B sq	22. R takes Kt
23. R takes B	23. R checks
24. K to Kt 2	24. R takes R
25. K takes R	25. K to Kt 2
26. R to R 5	26. K to Kt 3
27. R to R 4	27. K to Kt 4
28. R to K B 4	28. B to Q R 6
29. P to B 4 ch	29. K to Kt 5
30. P to B 3 ch	30. K takes P
31. R to B 3 ch	31. K to Kt 5
32. K to B 2	32. R to Q 3

After some moves White resigns.

GAME XX.

White. Mr. Marett.	Black. Mr. Cole.
1. K P 2	1. Q B P 2
2. Q B P 2	2. K P 1
3. Q Kt to Q B 3	3. Q Kt to Q B 3
4. K Kt to K B 3	4. Q R P 1
5. Q P 1	5. K B to Q 3
6. Q R P 1	6. K Kt to K 2
7. K B to K 2	7. K B to Q Kt
8. Q B to K 3	8. K Kt to K Kt 3
9. Q to Q R 4	9. Q B to Q Kt 2
10. Q Kt P 2	10. Q P 1
11. Q to Q Kt 3	11. Kt to Q 5
12. B takes Kt	12. P takes B
13. Kt to K R 4	13. Kt to K B 5
14. K B to K B 3	14. Castles
15. Kt to Q R 2	15. Q to K Kt 4
16. K Kt P 1	16. Kt to K R 6
17. Q to Q	17. Q to K B 3
18. Q to K 2	18. Q P to Q 4
19. K B to K Kt 2	19. P takes K P
20. Kt takes P	20. B takes Kt
21. B takes B	21. Q R to Q R 2
22. B to K Kt 2	22. Q to K R 3
23. Q to K Kt 4	23. Kt takes K B P
24. K takes Kt	24. Q to K 6 ch
25. K to K B	25. K B P 2
26. Q to K B 3	26. P to K B 5
27. P to K Kt 4	27. Q R to K B 2
28. Q R to K	28. Q to Q 7 ch
29. Q R to K 2	29. Q to Q B 8 ch
30. K to K B 2	30. Q to K 3 ch
31. R takes Q	31. P takes R ch
32. K to K 2	32. R takes Q
33. B takes R	33. B to Q 3
34. Kt to Q R 4	34. P to Q Kt 4
35. Kt to Q Kt 2	35. R to Q B
36. Q B P 1	36. B to K 4
37. B to Q Kt 2	37. R to K B
38. R to K B	38. R to Q Kt
39. B takes P	39. R to Q R
40. B takes P	40. R takes P
41. B to Q B 4	41. K Kt P 1
42. B takes P ch	42. K to K Kt 2
43. R to Q B	43. K to K B 3
44. B to Q 4	44. R to Q B 6
45. R to Q Kt	45. R to Q B 2 ch
46. Kt to K B 3	46. K to K 4
47. Kt to Q B 4 ch	47. K takes B
48. Kt to Q Qt 6 ch	48. K to K B 3
49. Kt to Q B 4	49. R to K B 7 ch
50. K to K 4	50. P to K 7
51. R to K	51. B takes P
52. K takes P	52. B to K Kt 6

GAME XXI.

White. Mr. F. H. Lewis.	Black. Mr. Van der Velde.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q Kt 5	3. Kt to K B 3
4. Castles	4. P to Q 3
5. P to Q 4	5. B to Q 2
6. Kt to Q B 3	6. P to Q R 3
7. B takes Kt	7. P takes B
8. P to K R 3	8. P takes P
9. Kt takes P	9. P to Q B 4
10. Kt to K 2	10. B to K 2
11. Kt to K Kt 3	11. Castles
12. P to K B 4	12. B to Q B 3
13. Q to K 2	13. R to K
14. B to K 3	14. P to Q 4
15. P to K 5	15. P to Q 5
16. Q R to Q	16. Q to Q B
17. P to K B 5	17. P takes Kt
18. P takes Kt	18. K B takes P
19. Kt to K R 5	19. B to Q 5
20. R takes B	20. P takes R (a)
21. Q to K Kt 4	21. P to K Kt 3
22. Kt to K B 6 ch	22. K to Kt 2
23. B takes P	23. Q to Q
24. Kt takes R double ch	24. K to B
25. Kt to K B 6	25. Q to Q 3
26. R to K sq	26. K B P takes P
27. Kt takes P ch	27. K to Kt sq
28. Kt to B 6 ch	28. K to B
29. Q to R 4	29. Black resigns.

(a) R takes B seems stronger.

GAME XXII.

White. Mr. T. Smith.	Black. Mr Thos. Hewitt.
1. P to K 4	1. P to K 4
2. K Kt to K B 3	2. Q Kt to Q B 3
3. P to Q B 3	3. B to Q B 4
4. B to Q Kt 5	4. Q to K 2
5. Castles	5. P to Q R 3
6. B to R 4	6. K Kt to B 3
7. P to Q 4	7. P takes P
8. P takes P	8. B to Q Kt 3
9. B to K Kt 5	9. P to K R 3
10. B to K R 4	10. P to K Kt 4
11. B to K Kt 3	11. P to Kt 5
12. P to K 5	12. Kt to Q 4
13. B to K R 4	13. Q to K 3
14. B takes Kt	14. P takes Kt
15. B takes Kt	15. Q takes B
16. Q takes P	16. Q takes Q
17. P takes Q	17. B takes P
18. B to B 6	18. R to Kt sq ch
19. K to R sq	19. B takes Q Kt P
20. Kt to Q 2	20. B takes R
21. R takes B	21. P to Q Kt 4
22. R to Q B sq	22. R to R 2
23. B to R 4	23. B to Kt 2
24. B to Kt 3	24. B to Q 4
25. P to Q R 3	25. P to Q R 4
26. R to B 5	26. P to Q B 3
27. K to Kt 2	27. P to Kt 5
28. P takes P	28. P takes P
29. Kt to Q B 4	29. B takes Kt
30. R takes B	30. P to Kt 6
31. R to Q Kt 4	31. R to R 6
32. R to Kt 8 ch	32. K to K 2
33. R takes R	33. R to R 4
34. B to R 4 ch	34. K to K 3
35. R to K 8 ch	35. K to Q 4
36. P to K 6	36. B P takes P
37. B to B 6	37. R to Kt 4
38. B to Kt 2	38. K to B 5
39. R to K 7	39. R to Q 4
40. R to R 7	40. P to R 4
41. R to R 8	41. K to Q 6
42. R to Q R 8	42. P to B 4
43. R to R sq	43. P to B 5
44. R to Q B sq	44. R to Kt 4 ch
45. K to B sq	45. P to Q 4
46. R to B 3 ch	46. K to Q 7
47. P to K R 4	47. R to K 4
48. R to Q B sq	48. R to K 7
49. P to B 4	49. R to K 5
50. P to B 3	50. R takes P
51. K to Kt 2	51. R takes P
52. K to Kt 3	52. P to B 6
53. R takes P	53. R to Q Kt 5
54. R to B 6	54. P to K 4
55. R to B 5	55. P to R 5 ch
56. K to Kt 2	56. P to Q 5
57. R takes P	57. K to B 7
58. R to K 2 ch	58. K to Q 8
59. R to K 4	59. K to B 2
60. B takes P	60. K to Q 6
61. B to Kt 2	61. R takes R
62. P takes R	62. K takes P
	And draws.

GAME XXIII.

White. Dr. Blumberg.	Black. Mr. Lamb.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to K 2	3. P to K B 4
4. P to Q 3	4. Kt to K B 3
5. Castles	5. B to B 4
6. P takes P	6. P to Q 3
7. Kt to Q B 3	7. B takes P
8. B to K 3	8. B to Q Kt 3
9. Q to Q 2	9. Castles
10. Q R to K sq	10. Kt to K 2
11. B to Q sq	11. Kt to K Kt 3
12. B takes B	12. R P takes B
13. P to Q R 3	13. Kt to K B 5
14. P to Q 4	14. P takes P
15. Kt takes P	15. Kt to R 4
16. Q to K Kt 5 (a)	Resigns

(a) This move produces a wonderful change; it converts a lost into a won game.

GAME XXIV.

White. Mr. Cole.	Black. Mr. Marett.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q 4	3. P takes P
4. B to Q B 4	4. B to Q B 4
5. P to Q B 3	5. P to Q 6
6. P to Q Kt 4	6. B to Q Kt 3
7. Q to Q Kt 3	7. Q to K B 3
8. Castles	8. P to Q 3
9. R to K sq	9. B to K 3
10. Q B to K Kt 5	10. Q to Kt 3
11. Q Kt to Q 2	11. K Kt to K 2
12. B to Q 5	12. Castles
13. P to Q R 4	13. P to Q R 3
14. P to Q R 5	14. B to R 2
15. P to Kt 5	15. Q Kt to K 4
16. B takes K Kt	16. Kt takes Kt ch
17. Kt takes Kt	17. K R to K sq
18. B to K R 4	18. R P takes P
19. B takes B	19. R takes B
20. Q takes Kt P	20. Q R to K sq
21. Kt to Q 2	21. Q to R 3
22. Q to K Kt 5	22. Q takes Q
23. B takes Q	23. P to Q 4
24. R to R 4	24. P to K B 4
25. B to K 3	25. B takes B
26. R takes B	26. Q P takes P
27. P to K B 3	27. R to Q B 3
28. R to Q B 4	28. R to K 4
29. R takes R	29. P takes R
30. P takes P	30. P takes P
31. R takes P	31. R takes R P
32. R to Q 4	32. R to Q 4
33. R takes R	33. P takes R
34. K to B 2	34. P to B 4
35. K to Q 3	35. K to B 2
36. K takes P	36. K to K 3
37. Kt to B 3	37. K to B 4
38. P to Kt 3	38. P to Kt 4
39. K to K 3	39. K to Kt 5
40. Kt to Kt sq	40. P to R 4
41. K to B 2	41. P to Q 5
42. P to R 3 ch	42. K to B 4
43. P takes P	43. P takes P
44. K to K 2	44. K to K 5
45. Kt to B 3	45. P checks
46. K to B 2	46. P to Kt 5
47. Kt to Q 2 ch	47. K to Q 5
48. P to R 4	48. K to Q B 6
49. K to K 3	Resigns.

GAME XXV.

White. Mr. Clark.	Black. Mr. S. Franklin.
1. P to K 4	1. P to K 4
2. B to Q B 4	2. B to Q B 4
3. Kt to K B 3	3. Kt to Q B 3
4. P to Q R 3	4. P to Q 3
5. P to K R 3	5. Kt to K B 3
6. Kt to Q B 3	6. Castles
7. P to Q 3	7. P to K R 3
8. Castles	8. Kt to R 2
9. B to K 3	9. B to Kt 3
10. B takes B	10. R P takes B
11. Kt to K R 2	11. K to R sq
12. P to K B 4	12. P to K B 4
13. P takes K P	13. Q P takes P
14. P takes K B P	14. B takes P
15. K to R	15. Q to K R 5
16. Kt to K B 3	16. Q to R 4
17. K to R 2	17. Kt to K B 3
18. Kt to K Kt	18. B to K Kt 5
19. Q to Q 2	19. Kt to Q 5
20. Kt to Q 5	20. B to B 4
21. P to Q B 3 (a)	21. Kt to K Kt 5 ch
22. K to Kt 3	22. P to Q Kt 4
23. P takes Q Kt	23. Q to R 5 ch
24. K to B 3	24. B to Q P dis ch and mates next move.

(a) Kt takes Kt looks better. The first game between these players was lost by Mr. Franklin. The game was over 70 moves, and therefore too long to publish.

GAME XXVI.

White. Mr. Belaieff.	Black. Mr. Potter.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to K 2
4. Castles	4. Kt to K B 3
5. P to Q 4	5. P to Q 3
6. P to Q 5	6. Q Kt to Kt sq
7. Q Kt to B 3	7. Castles
8. P to K R 3	8. Kt to K sq
9. K Kt to K R 2	9. P to K B 4
10. P to K B 4	10. K to K R sq
11. Q P takes P	11. B takes P
12. P to K Kt 4	12. B to Kt 3
13. P to K B 5	13. B to K B 2
14. Kt to K 4	14. P to Q B 3
15. P to K Kt 5	15. P to Q R 4
16. P to Q R 4	16. Kt to Q B 2
17. P to K B 6	17. P takes P
18. Kt takes P	18. B takes Kt
19. R takes B	19. Kt takes P
20. B takes Kt	20. B takes B
21. R takes R	21. Q takes R
22. Q to K Kt 4	22. Q Kt to R 3
23. B to K 3	23. R to Q B sq
24. Q to K R 5	24. Q to K sq
25. Q to R 6	25. Q to K Kt 3
26. Kt to K Kt 4	26. B to K 3
27. R to K B sq	27. B to K B 4
28. P to K R 4	28. Q takes Q
29. Kt takes Q	29. B to K Kt 3
30. R to K B 6	30. P to Q 4
31. R to K 6	31. Kt to Q Kt 5
32. P to Q B 3	32. Kt to Q 6
33. R to K 7	33. P to Q Kt 4
34. P takes P	34. P takes P
35. R to Q 7	35. Kt takes P
36. R takes P	36. Kt to Q B 5
37. B to K B 2	37. P to R 5
38. B to K Kt 3	38. P to R 6
39. R takes K P	39. P to R 7
Resigns.	

The same players played again, and the game ended in a draw.

GAME XXVII.

White. Mr. Alexander.	Black. Mr. Rudderforth.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. P to K R 4	4. P to Kt 5
5. Kt to K 5	5. P to K R 4
6. B to Q B 4	6. Kt to K R 3
7. P to Q 4	7. P to Q 3
8. Kt to Q 3	8. Kt to Q B 3
9. P to Q B 3	9. Q to K 2
10. Q to K 2	10. B to Q 2
11. B takes K B P	11. Castles (Q side)
12. Q Kt to Q 2	12. K B to Kt 2
13. P to K Kt 3	13. Q R to K sq
14. P to Q Kt 4	14. P to K B 4
15. P to K 5	15. P takes P
16. P takes P	16. Kt takes P
17. Kt takes Kt	17. B takes Kt
18. B takes B	18. Q takes B
19. Q takes Q	19. R takes Q ch
20. K to B 2	20. R to K sq
21. R to K sq	21. B to B 3
22. R takes R	22. R takes R
23. R to K sq	23. R takes R
24. K takes R	24. K to Q 2
25. K to B 2	25. P to Q Kt 3
26. K to K 3	26. K to K 2
27. K to B 4	27. K to B 3
28. Kt to Kt 3	28. B to Q 2
29. Kt to Q 4	29. P to Q B 3
30. P to Q R 3	30. P to R 4
31. P takes P	31. P takes P
32. B to Kt 3	32. B to B 4
33. Kt to B 2	33. B to K sq
34. Kt to K 3	34. B to Q 2
35. B to B 4	35. B to K 3
36. Kt to Q 5 ch	36. B takes Kt
37. B takes B	37. K to K 2
38. B to B 4	38. K to B 3
39. B to Q 5	39. K to K 2
Drawn.	

GAME XXVIII.

Black. Mr. W. L. Franklin.	White. Mr. Huckvale.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q Kt 5	3. K Kt to K 2
4. Castles	4. P to Q R 3
5. B to R 4	5. P to Q 3
6. P to Q 4	6. P takes P
7. Kt takes P	7. B to Q 2
8. B to Kt 3	8. Kt takes Kt
9. Q takes Kt	9. Kt to B 3
10. Q to Q B 3	10. B to K 3
11. P to K B 4	11. Q to Q 2
12. P to K B 5	12. B takes B
13. R P takes B	13. P to K B 3
14. P to Q Kt 4	14. R to Q Kt sq
15. Q to Kt 3	15. Q to B 2
16. Q to R 4	16. B to K 2
17. Kt to B 3	17. Castles
18. P to Kt 5	18. P takes P
19. Q takes P	19. Kt to K 4
20. B to B 4	20. P to Q B 3
21. Q to K 2	21. K R to K
22. B takes Kt	22. Q P takes B
23. K R to Q	23. K R to Q
24. R takes R	24. R takes R
25. R to Q	25. B to B 4 ch
26. K to R	26. R to Q 5
27. R takes R	27. B takes R
28. Kt to Q	28. Q to K 2
29. P to Q B 3	29. B to Kt 3
30. P to Q Kt 4	30. Q to Q 3
31. Kt to Kt 2	31. B to R 2
32. Kt to Q 3	32. P to Kt 4
33. Q to R 2 ch	33. K to B
34. Q takes B	34. Q takes Kt
35. Q to R 8 ch	35. K to K 2
36. Q to Kt 7 ch	36. Q to Q 2
37. Q takes Q	37. K takes Q
38. K to Kt	38. K to K 2
39. K to B 2	39. K to B 2
40. K to K 3	40. P to Kt 3
41. P to Kt 4	41. P takes P
42. Kt P takes P	42. K to Kt 2
43. P to K Kt 4	43. P takes P
44. K to Q 3	44. K to R 3
45 P to B 4	45. K to R 4
46. P takes P	46. P takes P
Resigns.	

GAME XXIX.

White. Mr. ——	Black. Mr. Fenton.
1. P to K 4	1. P to K 4
2. B to Q B 4	2. Kt to K B 3
3. P to Q 3	3. B to Q B 4
4. Kt to K B 3	4. P to Q 3
5. P to K R 3	5. P to Q B 3
6. Castles	6. P to K R 3
7. P to Q B 3	7. P to Q Kt 4
8. B to Q Kt 3	8. Castles
9. B to Q B 2	9. Q to K 2
10. R to K sq	10. B to Q Kt 3
11. P to Q 4	11. B to Q Kt 2
12. Kt to Q 2	12. Kt to Q 2
13. P to Q Kt 3	13. Q R to Q sq
14. B to Q Kt 2	14. K R to K sq
15. Kt to K R 4	15. Kt to K B sq
16. Kt to K B 5	16. Q to Q B 2
17. Q to K B 3	17. K to K R 2
18. Q R to Q sq	18. Kt to K Kt 3
19. Kt to K B sq	19. B to Q B sq
20. Kt fr B sq to Kt 3	20. B takes Kt
21. Kt takes B	21. R to K 3
22. B to Q B sq	22. Q R to K sq
23. P to K Kt 3	23. Kt to K Kt sq
24. K to R sq	24. R to K B 3
25. Q to Kt 4	25. Q to Q B sq
26. P to K B 4	26. P takes Q P
27. P takes P	27. B to Q R 4
28. K R to K B sq	28. Kt fr Kt sq to K 2
29. B to Q Kt 2	29. Kt takes Kt
30. P takes Kt	30. Kt to K 2
31. P to Q 5	31. Kt takes Q P
32. B takes R	32. Kt takes B
33. Q to K B 3	33. Kt to Q 4
34. Q to K R 5	34. Kt to K 6
35. B to Kt sq	35. Kt takes K R
36. R takes Kt	36. P to Q B 4
37. Q takes B P	37. Q to B 3 ch
38. K to Kt sq	38. K to R sq
39. P to B 6 and wins.	

GAME XXX.

White. Dr. Murphy.	Black. Mr. Frankenstein.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to Q B 4	3. P to Q 4
4. B takes P	4. P to Q B 3
5. B to Q Kt 3	5. Q checks
6. K to B sq	6. Kt to K B 3
7. Kt to K B 3	7. Q to R 4
8. P to K 5	8. Kt to K 5
9. K to Kt sq	9. B to K 3
10. P to Q 4	10. P to K Kt 4
11. B takes B	11. P takes B
12. Q to Q 3	12. Q to Kt 3
13. P to K R 4	13. Kt to Kt 6
14. Q takes Q ch	14. P takes Q
15. Kt takes P	15. Kt takes R
16. Kt takes Q P	16. Kt to Kt 6
17. Kt to B 7 ch	17. K to Q 2
18. Kt takes Q R	18. R takes P
19. Q Kt to B 3	Mates in two moves

GAME XXXI.

White. M. St. Amant.	Black. Mr. Watts.
1. P to K 4	1. P to K 4
2. B to Q B 4	2. Kt to K B 3
3. Kt to Q B 3	3. Kt to B 3
4. Kt to K B 3	4. B to B 4
5. Castles	5. Castles
6. P to Q 3	6. P to K R 3
7. P to K R 3	7. P to Q 3
8. K to R 2	8. Kt to Q R 4
9. B to Kt 3	9. P to Q B 3
10. B to Q 2	10. B to Kt 3
11. Q to K sq	11. B to B 2
12. R to Q	12. P to Q Kt 4
13. Kt to K 2	13. Kt takes B
14. R P takes Kt	14. P to Q R 4
15. Kt to Kt 3	15. P to Q Kt 5
16. Q to K 2	16. B to K 3
17. P to Q 4	17. P takes P
18. Kt takes P	18. B to Q 2
19. P to K B 4	19. P to Q B 4
20. Kt to B 5	20. Q to K sq
21. Q to K B 3	21. B takes Kt
22. Kt takes B	22. P to Q 4
23. P to K 5	23. Kt to K 5
24. Q to Kt 4	24. B takes P
25. P takes B	25. Q takes P ch
26. B to B 4	26. Q takes Kt P
27. R takes Q P	And Black resigns.

GAME XXXII.

White. Mr. Lowe.	Black. Mr. Burn.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. K Kt to B 3
3. P to Q 4	3. Kt takes P
4. Kt takes P	4. P to Q 4
5. B to Q 3	5. Kt to K B 3
6. Castles	6. B to Q 3
7. P to B 4	7. Castles
8. Kt to Q B 3	8. P to B 4
9. P takes P	9. B takes P ch
10. K to R	10. Kt to Q B 3
11. Kt to K 2	11. Kt takes Kt
12. P takes Kt	12. Kt to Kt 5
13. Q to K sq	13. Kt takes P
14. B to K B 4	14. Kt takes B
15. P takes Kt	15. R to K
16. Q to Q 2	16. B to K Kt 5
17. Kt to Kt 3	17. Q to Q Kt 3
18. P to K R 3	18. B to Q 2
19. R to Q B	19. B to K 6
20. B takes B	20. Q takes B
21. Q to K B 2	21. Q takes Q
22. R takes Q	22. R to K 6

Given up as drawn. Mr. Burn won the first game.

BADEN CONGRESS.

The following are the only Games we have received from Baden up to the time of going to press.

GAME XXXIII.

White De Vere.	Black Winawere.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q Kt 5	3. Kt to K B 3
4. P to Q 3	4. B to Q B 4
5. Castles	5. Q to K 2
6. B to K Kt 5	6. P to K R 3
7. B to Q R 4	7. P to Kt 4
8. B to Kt 3	8. Kt to K R 4
9. B takes K P	9. Kt takes B
10. Kt takes Kt	10. Q takes Kt
11. Q takes Kt	11. Q takes Q Kt P
12. B to Q B 4	12. Q takes R
13. P to Q B 3	13. R to B sq
14. Q to K 2 (a)	14. P to Q Kt 4
15. B to Kt 3	15. P to Q R 4
16. P to K 5 (b)	16. P to Q R 5
17. B to Q 5	17. P to Q B 3
18. B to K B 3	18. P to Q R 6
19. P to Q 4	19. B to K 2
20. P to K 6	20. B P takes P
21. P to Q 5	21. R takes B (c)
22. Q takes R	22. Q takes Q R P
Resigns	

(a) This attempt to trap the Queen was ill-judged. White would have done better by a direct attack on the King.

(b) All this is ingenious enough, but Black's 21st move frustrates White's plans.

(c) The *coup juste*, and after this White has no resource.

GAME XXXIV.

White. Herr Steinitz.	Black. Mr. Blackburne.
1. P to K 4	1. P to K 4
2. P to K B 4	2. B to B 4
3. Kt to K B 3	3. P to Q 3
4. B to Q B 4	4. Kt to K B 3
5. P to Q 3	5. Kt to Q B 3
6. P to Q B 3	6. Castles
7. B to Q Kt 3	7. B to K Kt 5
8. P to K B 5	8. P to Q 4
9. P to K R 3	9. B takes Kt
10. Q takes B	10. P takes P
11. P takes P	11. Q to Q 3
12. B to K Kt 5	12. Q R to Q sq
13. B to Q B 2	13. P to K R 3
14. B to Q B sq	14. K to R 2
15. P to K Kt 4	15. K R to R
16. Kt to Q 2	16. P to Q Kt 4
17. Kt to Q Kt 3	17. P to Kt 5
18. B to Q 2	18. P takes P
19. P takes P	19. Kt to Q R 4
20. Castles (Q side)	20. Kt to Q B 5
21. K to Kt sq	21. Q to Q R 3
22. B to B sq	22. B to Q R 6
23. K to R sq	23. B takes B
24. R takes B	24. Q to R 6
25. R to Q Kt sq	25. R to Q 3
26. R to R 2	26. R to Q Kt sq
27. B to Q 3	27. Kt to R 4
28. Kt takes Kt	28. Q takes B P ch
29. K R to Kt 2	29. R takes R
30. R takes R	30. R takes B
31. Q to K 2	31. R to K 6
Resigns.	

GAME XXXV.

White. Mr. Blackburne.	Black. Herr Steinitz.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes Kt P
5. P to Q B 3	5. B to B 4
6. Castles	6. P to Q 3
7. P to Q 4	7. P takes P
8. P takes P	8. B to Kt 3
9. B to Kt 2	9. Kt to R 4
10. P to Q 5	10. Kt to K 2
11. B to Q 3	11. Castles
12. Kt to Q B 3	12. P to Q B 3
13. Q to Q 2	13. Kt to Kt 3
14. Kt to K 2	14. B to Kt 5
15. Kt to Kt 3	15. R to B sq
16. Q R to B sq	16. R to K sq
17. K to R sq	17. P takes P
18. P takes P	18. B takes Kt
19. P takes B	19. R takes R
20. R takes R	20. Kt to K 4
21. B to Kt 5	21. R to B sq
22. R to K Kt sq	22. P to K B 3
23. Kt to B 5	23. P to K Kt 3
24. Q to R 6	24. R to B 2
25. B takes Kt	25. B P takes B
26. R takes P ch	26. P takes R
27. Q takes P ch	27. K to B sq
28. Kt to R 6	28. R to Kt 2
29. Q to B 5 ch	29. K to K 2

And the game was given up as drawn.

GAME XXXVI.

White Winawere.	Black De Vere.
1. P to K 4	1. P to K 3
2. P to Q 4	2. P to Q 4
3. Kt to Q B 3	3. B to Kt 5
4. B to Q 3	4. P takes P
5. B takes P	5. P to Q B 4
6. Kt to K 2	6. P takes P
7. Kt takes P	7. B takes Kt
8. P takes B	8. Q to Q R 4
9. Q to K B 3	9. Kt to K B 3
10. B takes Q Kt P (a)	10. B takes B
11. Q takes B	11. Q takes Q B P ch
12. K to K 2	12. Q takes Kt (b)
13. Q takes R (c)	13. Castles
14. Q R to Kt sq	14. Q to Q B 5 ch
15. K to K sq	15. Q Kt to B 3
16. Q to Q Kt 7	16. Kt to Q 5
17. B to Q 2	17. Q mates

(a) This does not strike us at all like match play.

(b) The correct move, much better than Q takes R.

(c) After this, Black's victory is assured.

The latest Score in the Baden Tourney is as follows:—

	Won	Lost	Drawn	Total score
Andersen	3	1	...	3
Blackburne	1	1	2	2
De Vere	1	2	...	1
Mincwitz	2	2	...	2
Neumann	2	1	1	2½
Paulsen	2	1	...	2
Rosenthal	1	2	1	1½
Stern	...	4	...	...
Steinitz	2	1	1	2½
Winawere	2	1	1	2½

REMARKABLE CHESS FRAUDS.

From the "MELBOURNE LEADER."

THOUGH it is contrary to our usual practice to notice editorially anything that appears in other journals, the interests of truth demand that in the present instance we should depart from this rule. Our readers must have observed the number of communications which have of late been addressed to us, calling attention to plagiarised problems published as original by our weekly contemporary. On the 19th February last, a composition of that master of the art of problem making, the late J. B. of Bridport, was represented as the invention of R. S. E., of Hokitika. Again, on the 12th March, a problem by another eminent composer was ascribed to Mr. M'Combe, while still more recently our correspondent, "Detective," showed conclusively that another problem, published in the same journal as the composition of a person calling himself K. O. of Fitzroy, had been so often plagiarised as almost to have become common property. These instances, however, become insignificant compared with the wholesale system of fraud which it is now our painful duty to disclose. The Chess players of the colony have become familiar with a series of games under the initials of R. T. P. of the Upper Murray, which have for more than a year past formed the staple of the Chess intelligence furnished by the paper in question. This personage was first introduced to the Chess world on the 2nd January 1869; and as his contributions arrived most opportunely for our contemporary, at a time when the supply of genuine games had been stopped, it is not surprising that their arrival should be hailed with delight, and announced as exhibiting a proficiency in the game superior to anything that has hitherto come under our notice in colonial Chess. On the appearance of this statement, Mr. Ellis, the secretary of the Melbourne Chess Club, at the instance of the committee, addressed a courteous letter to our contemporary, which was published on the 16th January 1869, requesting to be furnished with the name and address of R. T. P., in order that a match might be arranged between him and a member of the club. Instead of this reasonable request being complied with, a notice appeared on the 6th February, among "Answers to Correspondents," with extracts from an alleged letter from R. T. P., the tone of which was so insolent as to create strong doubts of its authenticity, in spite of the difficulty of believing that it could possibly be a deliberate fabrication. These doubts were speedily raised into absolute certainty in the minds of all players, when they considered the improbability of a number of players, of the strength indicated by the published games, springing up suddenly in an obscure part of the colony, and being entirely unknown to gentlemen who had been intimately acquainted with Chess circles for many years. The genuineness of the games was accordingly publicly questioned in unmistakable terms, and with the view of having the mystery explained, we considered it our duty on several occasions to admit into our columns statements denying the existence of R. T. P. It is but due to our contemporary to admit that it submitted to these imputations with philosophical indifference, and continued from week to week to acknowledge communications from R. T. P., and to publish games under these initials, as if their authenticity had never been impugned. The following are a few examples:—

Australasian, March 5 1869.

The following interesting and instructive *partie* is culled from the valuable collection of games received from our esteemed correspondent, R. T. P. of the Upper Murray.

Australasian, May 22 1869.

Many thanks for the fresh budget of games. The remarks which your letter contains please us much, and coming from one of such experience and fame as a Chess player makes them doubly valuable and encouraging.

Australasian, July 10 1869.

Many thanks for your friendly communications, and for the games with which you have favoured us.

Australasian, July 17 1869.

The following interesting game was recently played by our correspondent, R. T. P., and Mr. Young.

Australasian, July 24 1869.

Received with thanks. We have the volume of the publication containing your games in London and Liverpool. We prefer the colonial skirmishes with which you favour us for the purposes of our Chess columns.

Australasian, September 11 1869.

The following brilliant specimen of chess is by our correspondent, R. T. P., and a Riverina player.

Australasian, September 18 1869.

Your letter we received, and but for the limited space at our disposal we would gladly publish it.

Australasian, December 4 1869.

Your communication to hand, but too late to be of any avail this week. The specimens of skill with which you favour us are always too good to be allowed to fall aside by any chance. Next week, therefore, we will gratify our readers with games sent.

And to crown the whole, a letter purporting to come from R. T. P. was published in full by our contemporary on the 6th instant, declining to accept Mr. Sedgefield's late challenge, for reasons the absurdity of which is truly ludicrous. What will our readers think when we inform them that we are in possession of proof that the whole of this alleged correspondence is fabricated—that R. T. P. is a pure fiction—and that the games under these initials are by celebrated European players, and have been plundered wholesale from books published many years ago! As this statement must appear incredible to many, we shall verify it by a few examples taken nearly at random. In the issue of our contemporary of the 16th January 1869, a game is published between Mr. R. T. P. and Mr. ——. The same game will be found at page 353 of the *Chess Player's Chronicle* for 1850; the real players being Mr. Wyvill, the winner of the second prize at the international tournament of 1851, and

Mr. Harrwitz, the well-known Hungarian master. On the 23rd January 1869, our contemporary published another game between Mr. R. T. P. and Mr. ——, which is copied move for move from a game between Messrs. C. F. Smith and Bird, in page 74 of the same volume. On the 3rd July 1869, a game between Mr. R. T. P. and Mr. Young is introduced thus :—"The following beautiful specimen of the Muzzio gambit was conducted by our experienced correspondent, Mr. R. T. P., against a gentleman residing near Deniliquin." Will it be believed that the game in question is transferred verbatim from page 169 of the same volume, the actual players being Mr. Imord, French Consul at Boston, and a Boston amateur ? On the 19th February 1870, our contemporary prefaces another game with the following remarks :—"The following very beautiful specimen of real Chess is another of those masterly games played by Mr. R. T. P. and Mr. B. S., a strong player in the Murrumbidgee district." This game our readers will find at page 80 of the same volume of the *Chronicle*, the players being Messrs. Perigal and Spreckley, at that time two well-known amateurs of the Liverpool Chess Club ! In almost every case, strange to say, the *editorial notes* as well as the games have been transferred almost verbatim from the pages of the *Chronicle*.

It is truly painful to expose such artifices; but the imposition in this case is so flagrant, that we should be wanting in our duty to the Chess community and to the cause of truth, were we to pass it over in silence.

THE CHESS MEETING AT NEWCASTLE-ON-TYNE.

To be held at the Central Exchange Hotel, during the week commencing Monday, 1st August 1870.

PRESIDENT.—THE LORD RAVENSWORTH.

Prizes will be offered for competition as follows :—

CLASS I. —Open to all Provincial Amateurs, on becoming Members of the Association, by a subscription of at least 10s 6d. The First Prize will be of the value of £10.

The £50 CHALLENGE CUP (guaranteed value £40) becomes the property of the person who first twice wins the society's £10 prize in this class. Competitors for the cup must pay an entrance fee of £1 1s., in addition to their subscription as members. Players entering in Class I. need not necessarily compete for the Cup.

CLASS II.—Open to Members who are not, in the opinion of the Executive Committee, strong enough for Class I. The First Prize will be of the value of £5, offered conditionally on there being eight entries.

CLASS III.—A handicap (open to all comers), entrance fee 10s 6d. First Prize, value £8; the second, £2; third and fourth prizes in books. Some diminution will be made in these prizes if there are not sixteen entries. Play to commence on the Tuesday evening.

CLASS IV. (*In which the play will not commence until Thursday evening, the 4th of August, at seven o'clock*), open specially to players in North Yorkshire and to members of the Northumberland and Durham Chess Association; entrance 5s. Others may enter in this class on payment of 10s. 6d., and subject to the approval of the Executive Committee. First prize, probable value £4; second, £1; third, &c., all depending upon the number of entries. The competitors may either be handicapped, or the class divided if generally desired.

Prizes for Problems will be offered after the meeting, and full particulars given in the *Chess Players' Quarterly Chronicle*, now published on the first of every alternate month. [J. L. Foster, Gazette Office, York. Bell and Daldy, London.]

Ladies, Members of the Association, by subscription of 10s. 6d. each, may compete in the above classes.

Additional Prizes will be awarded at the discretion of the Executive Committee, depending on the funds at their disposal.

Intending Competitors are requested to send in their names to the Secretary, on or before Saturday, July 30 1870. Competitors must be present at the Central Exchange Hotel, Newcastle (except under a special exemption obtained from the Secretary, to Tuesday morning), at Six o'Clock on Monday evening, August 1st, to learn the regulations of play.

To meet the wishes of those who can only be present for a single day, Friday the 7th will be given up as far as possible to Consultation and Simultaneous Games, Blindfold Play and Day Tournaments, when those who are desirous of playing will be grouped in parties of eight. The committee wish to have a Public Luncheon on this day at 3·30. Members or visitors desirous of obtaining tickets (probably about 2s 6d each), are particularly requested to send in their names to the Secretary, on or before Wednesday, August 3rd.

Mr. Lowenthal, who is expected to be present, will be glad to play from fifteen to twenty simultaneous games.

The Rev. W. Wayte has kindly undertaken to play, blindfold, several games simultaneously.

Play will commence at Seven o'Clock on the Monday evening, and be continued each day during the week, from Ten o'Clock till Three o'Clock, and during the Evenings, commencing at Seven o'Clock.

Tickets of Admission for the week, to Visitors (Ladies and Gentlemen) 2s 6d each, may be had at the doors.

A Vice-President subscribing £2 2s, or any person subscribing £1 1s, may obtain Free Admission Tickets for members of his family.

THE PRIZES WILL NOT BE GIVEN IN MONEY, but in Books, Plate, &c., as the successful competitors may choose, subject to the approval of the Executive Committee.

The Accounts are Audited shortly after the annual meeting, by the General Committee, but no printed report is issued.

Members are requested to forward their Subscriptions by Post Office Order (payable at Stokesley Post Office), to the Treasurer.

The Railway Companies refuse to grant return tickets on the occasion of a Chess Meeting, but return tickets are issued from the chief railway stations to all watering places; parties, therefore, coming from a long distance may avail themselves of a return ticket to Tynemouth, which is only about a quarter of an hour's ride by rail from Newcastle, where persons may stay and avail themselves of the Chess Meeting.

The Central Exchange Hotel (Newcastle).—Bed, 2s.; breakfast, 2s.; dinner, 2s. 3d., including attendance.

The *Bath* and the *Royal* are the principle hotels in Tynemouth.

W. MITCHESON, St. Andrew's Schools, and F. Woodmas, Newcastle, Hon. Secs.

A. B. SKIPWORTH, Bilsdale Parsonage, Northallerton, Hon. Treasurer.

Newcastle, July 18th, 1870.

WHIST.

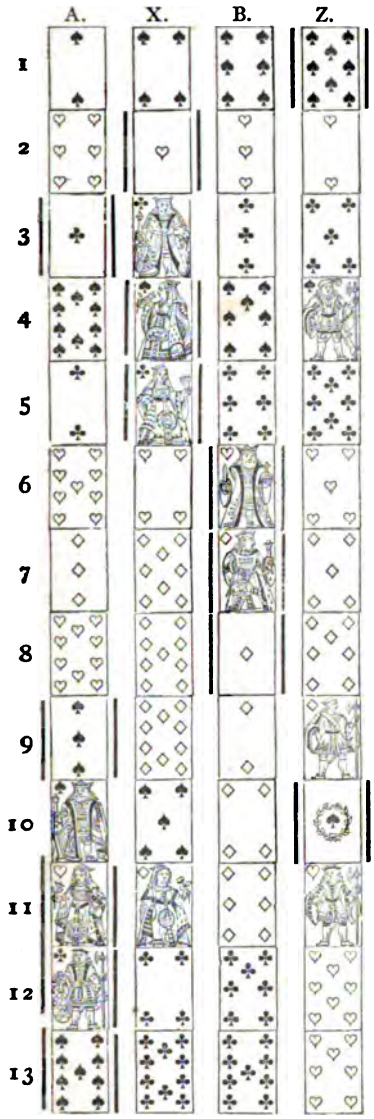
A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 7.

Played at Chelsea, 18th June 1870.

S trumps. Z turns up S Ace. Score—Love all.

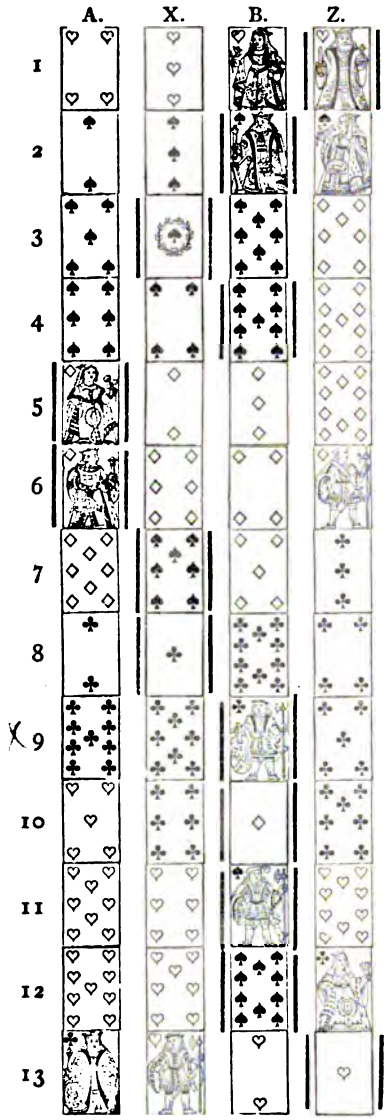
A's HAND.—S Kg, 10, 9, 3, 2; H Q, 10, 9, 6; C Ace, Kv, 2; D 3.



HAND No. 8.

Score—A B 2 love. Z turns up S Q.

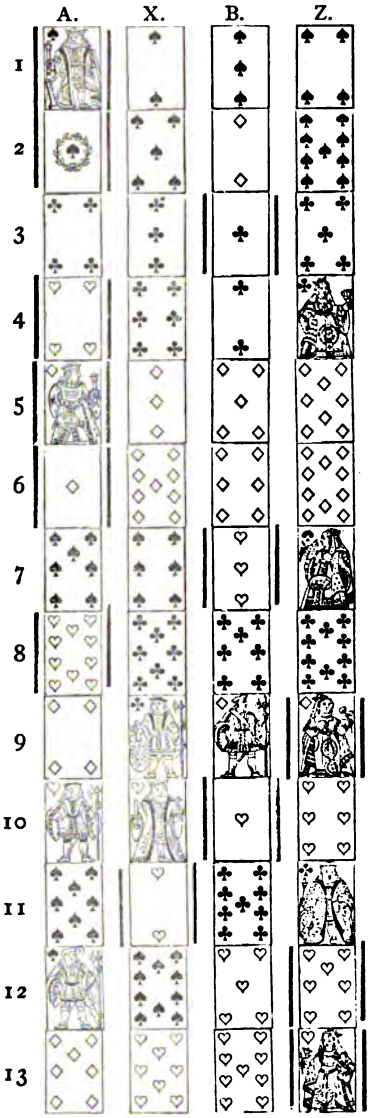
Z's HAND—D Kv, 10, 9, 7; S Q; H Ace, Kg, 10; C Q, 7, 5, 4, 3.



HAND No. 9.

Score—A B 1; X Z Love. Z turns up H 7.

B's HAND—S 3; H Ace, 9, 5, 3; C Ace, 9, 7, 2; D Kg, 6, 5, 2.



HAND No. 7.

NOTES.—1. A having five trumps and an honour, leads trumps up to the Ace. 2. Z opens his strong suit. 3. X properly does likewise. 4. A continues his trump, and X tries to save his partner's Ace. 6, 7 and 8. B makes all the tricks he can. 10. A knows the Spade 5 must lie with X, and therefore he can put the two trumps together.

HAND No. 8.

NOTES.—1. A leads from his longest suit. 2 We should have led the small Club; but Z is tolerably safe, and the trump lead, although rather too forward play, to our thinking, does not seem very risky. 3. B, by the return of the 8, shows his partner that he possesses Kv, 10, 9. 4. X continues the trump; he draws two for one, if he does no other good. 5. B does not know whether his partner or X has the Spade 7. 6. A having two of the suit only left, properly returns the King. 8. Z has shown his suit to be Clubs, therefore X leads the highest of three. Remember A originally led the Heart, and X therefore cannot lead up to the strong hand. 9. This is the point in the hand. Nine players out of ten, if playing carelessly, would have covered the Knave and lost the game. It may therefore be necessary to explain why Z did not so play. It is simply this: that Z knows B's hand—he must have the two long trumps, the Diamond Ace and the Heart 2.

HAND No. 9.

NOTES.—1. A leads from his strongest suit. 3. The lead of the Club is of course to his partner's discard. 11. X knows his partner has the H 7 (turned up), and if he has not also got the H Q the game is gone, and he therefore properly trumps to get the lead, and lead through B. We have extracted this hand from the *Field*. Their system of notation is so bad that it is almost impossible to follow it.

JOTTINGS.—WRANGLES.

If, with the theoretical knowledge we possess of the game of Whist, we had played with gentlemen of quiet demeanour, and we had been asked what recreation would be the most beneficial for training the minds of the young for the occupation of life, we should have replied—Whist. Whist to our mind possesses all the necessary elements for practising in miniature the serious business of life. The qualifications necessary for success in the one are requisite for the other. If the mind is not sufficiently well balanced to withstand the temptations of the one, *a fortiori*, it cannot withstand those of the other. The primary element to ensure success in any occupation on which we rely for our livelihoods is—temper. We speak on the broadest ground when we say that without command of temper bread is not within the reach of many of us, and we leave out the comfort or misery of life, which may be heaven or hell as we command this demon within us. The power to concentrate the attention on a given subject, for a certain time, can never be better taught than by Whist. Mathematics are supposed to have this effect, but, in a problem, if the scholars attention is diverted, he can go back. At Whist there is no going back. The opportunity missed is gone for ever. How many rubbers are lost by forgetting the turn up card, or failing to notice which of two cards your partner played? Patience is a necessary ingredient in the composition of a good player. With the game in hand, how many rubbers are thrown away at cards (as in life) by the inability of the player to wait?

If our theory be true, what could be better practice for the youngster than to test his powers in matters of little importance? To know that he possesses command of temper, the pupil must be placed in such positions that he is really tried. At Whist if he fails, his spirits are cast down. With success, he is elated. The prospect of gain and the fear of loss, in small matters as in large, is a more severe test than the real gain or the actual loss. The man who does not play seldom knows this fact and never recognizes wherein the excitement exists. The Whist player is tried not simply by his own acts and defaults, his adversary may outwit him by superior play or finesse. His partner may fail to co-operate in the right manner and at the right moment, and so in life; men fail sometimes by their own defaults, at others by the mistakes of those with whom they associate or on whom they rely. His own defaults may arise from want of observation, by inattention to what at the time seems of no importance, whereas the smallest matters in Whist as in life may cause success or failure.

The young player may not recollect the fall of a 3 or 4. We do not say the 2, because next to the high cards of a suit the 2 is the easiest card to recollect. It is a card looked for the first round, and inferences are drawn from its non-appearance that very often affect the whole conduct of the game. This is a point to which the attention of players has so often been directed by the games that have been published in these Papers that it is unnecessary more than casually to mention it here; but it follows from this that the non-appearance of a 3 or 4 may exercise a similar influence on the game, and the player who, from want of attention or from the incapacity to observe, cannot read these tokens must play at a disadvantage. It is the attention to little matters that is the cause of success. We do not refer to that carefulness in little matters which promotes prosperity, but rather that attention to little things that brings about great results, as in matters of science or mechanics. It is this kind of attention from which spring great discoveries, and which make great Whist players. Great discoveries do not come, nor are great players made by instinct. A Deschappelle may arise in the Whist firmament, and may dazzle his fellows by his ingenuity and daring, but the ingenuity could not have been brought to bear without an accurate knowledge of the position of the cards, and the position can only be ascertained by the closest observation of the cards played. When a great coup comes off, the bad player either does not know what has taken place, or he assumes that it was the result of chance. Nothing can be more fallacious. The good player seldom goes for a grand coup. Never except with a great object in view, such as to save or to win a game. He is satisfied with a straightforward game and he looks for success by his care and attention. The habit of drawing inferences with promptitude can nowhere be better practised than at the Whist table. This is a power of vast importance in the affairs of life. The effect of a legal decision on a given stock; the effect of legislative action on an article of merchandize; the effect of evidence on the minds of a judge or jury; a new phase in the appearance of a disease, and numberless other instances might be quoted to shew the value of the power to draw inferences quickly and with precision. Observations on character can nowhere be better taken than at the table, and no one will deny that a knowledge of the different characteristics of men is of vast importance. The open-hearted and stingy, the cautious and rash, the truckster and the honest man can all be more easily distinguished in a week's play, than in a year's experience of the same men in business. What can be better exercise for the memory than to play 52 cards quickly, and to be able to recollect every card that is out, and to know from the fall of the cards the position of those that are left in, and to repeat this lesson twenty times in an hour? The moment the hand is played out we banish it from our mind, another faculty not easily acquired.

If there be any truth in all this, and the ideas we have endeavoured to express are not the hallucinations of a disordered brain, how is it that no man desires to see his son receive a portion of his education in a modern Whist room? We answer, that there seems something in the atmosphere of a Whist room that changes men's nature, a miasma that poisons their blood, a narcotic that excites rather than soothes their brain, so that

men who outside behave as rational beings become roaring maniacs or drivelling idiots the moment the cards are dealt. Screams, worse than those of a flock of parrots, assail the ear and jar the brain. The nerves are shattered; the mind unhinged, and in this state men are supposed to play a game requiring all their care and attention. We do not refer to private play, although that is bad enough, but to club play. We desire to draw no exaggerated picture of Whist, and we faithfully reproduce what we have seen and what we have undergone when playing in a public room. To undergo this misery, to subject oneself to such annoyances and to occasional insults—insult be it said not intended as such, but insult nevertheless to those persons not pachydermatos,—and all for the love of Whist, is one of those things to which no one can submit without loss of self respect. We may undergo such misery, but we do not desire our sons to enter such an arena or to pass through such an ordeal. We do not fancy any Whist player will deny that Whist, except on very special occasions, has become a nuisance and an annoyance to its votaries; and we should be wanting in our duty if we failed to point out this great wrong, and to suggest, if that be feasible, a reasonable remedy. For this purpose we must assume the fact of the nuisance of noise, quarrelling, wrangling, fault-finding, and the like; and we must assume further, that play as we will, whether the play be good or bad, if we play according to our lights no man has a right to find fault with us. It is neither in the written nor the unwritten laws of Whist that one player has a right to find fault with another. When we play stupidly (which from our nature we cannot help) it will be quite time enough for our partner to tell us of our misdeeds when we ask him, and we suggest that players should wait for this little ceremony before beginning to scold; and if the big talkers cannot wait, but will insist on acting according to their nature, and snap and snarl, and growl and howl, then the other players should leave the table at the end of the rubber, and say nothing on the subject. The offence is a club offence, not an individual offence; and it is not the individual but the club who should take notice of it. The club can put down this nuisance if it will, and if the club will not do so for the sake of peace and quietness, the club must take the consequences by the loss of its best members and players. Much of this annoyance is occasioned by the laxity of club committees in electing men in no way fitted for club life. To select well is of course a very difficult operation. The committees must rely to a great extent on the proposers of the member, and then comes in the word, the most difficult to pronounce with the proper emphasis in the English language, the little word No. Of course there are men who can say No, but we believe they are all of them friends of ours, and they can say No to the writer only, *e.g.* if we wanted to borrow a £5 note, and went down in the mildest manner to 1s 6d, we are quite certain it would still be "no;" but if Jenkins, who is the most disagreeable brute under the sun, asks you to propose him at the club, Reader, in cold blood, you will think you will not do anything of the sort; but Jenkins will persuade you for all that, and from your weakness you will allow Jenkins to commit social offences against your friends little short of murder, to which in your heart you must admit that you are *particeps criminis.*

The first thing to recognize in club existence is that a member proposing another is answerable for the fact that the new man is a gentleman, in word, act and deed, and if he turns out otherwise,—and the proposer in reason ought to have known the nature of the beast,—he, the proposer, should be tabooed thenceforward until he has purged his offence. Make men feel the responsibility they incur, and this will have an effect. Make the members feel that scolding at Whist is a social offence against the club, and not only against the person scolded and we shall soon have a change, and if this fail, let the chief culprit be brought before the committee for conduct unbecoming a gentleman, and if the committee are not the most weak minded body in existence they will soon put a stop to the nuisance, if only for the preservation of the good name and reputation of the club.

EXTRACTS.

HISTORICAL CHARACTERS. By Sir H. L. Bulwer.—"One evening, playing at long Whist, the conversation turned on an old lady who had married her footman. Some people expressed their surprise, when M. de Talleyrand, counting his points, drawled out in a slow voice, 'At nine, one does not count honours.'"

ONIDA IN PUCK.—"He had the supreme talent of leading the conversation, unostentatiously, but skilfully; almost as great a talent as that of leading aright at Whist."

From Henry Howard's Translation of the Second Book of Virgil's Æneid, written about the year 1530, almost, if not quite, the first appearance of blank verse in English.

EARL OF SURREY.

They whisted all, with fixed face attent,
When Prince Æneas, from the royal seat,
Thus 'gan to speak.

CROQUET.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I forward you some diagrams of certain positions of the balls at Croquet, and the best way of drawing all the advantage that can be drawn from each position. I propose to send you three or four further papers on the subject. I have, in the first series, adopted the original well-known setting as being best adapted for the simpler problems. For the more complex ones I shall give the 8 hoop setting, for which a much greater skill of management is required.

The proper placing of the balls at Croquet is a much more difficult study than the same science at Billiards, and even the best players are apt to make mistakes in the tactics. It is, of course, impossible to arrive at such accuracy as to place every ball so as to get every "rush" that is required. All that it is possible to show in a diagram is what ought to be done with the balls in certain positions, if one had skill enough to ensure a ball going to an inch. The advantage of studying the game through diagrams is to enable players to master the combinations quickly. Where one combination fails another must be instantly made, and there is no position, however simple it may seem, where careful management and tact is not required.

Yours obediently,

Chastleton, 16th July 1870. WALTER JONES WHITMORE.

DIAGRAM I.—How to manage the pioneering ball from the 1st to the 3rd hoop, 2 to play at the 1st hoop He hits, and passes 1 to the right of the 1st hoop. He then makes his hoop, and gets into such a position that he can rush 1 (as indicated by fig. 1) to 1^2. This is called "rushing for space." As the object of 2 is to send 1 to the 3rd hoop and stop himself near 4, he requires a certain space between 4 and 1, which he getsby rushing 1 back to position indicated by 1^2. It is then an easy stroke for 2 to pass 1 to position 1^3, and stop himself close to 4 (position indicated by 2^2).

DIAGRAM II.—How to manage the pioneering ball from the 4th to the 6th hoop. It is 1 to play, and he is at the 4th hoop, and close to his player 2, and his own ball 3. I am presuming that the player has sufficient skill and nerve to go on playing on his "player," so long as the game is easy, and it is good policy to do so. It is a sign of bad play to dismiss the live ball at once and on every occasion. A good player will always continue his break by playing on his player so long as the position of the balls presents no great difficulty. Let 1 rush 2 to position indicated by fig. 2. He should then pass 2 to 2^2 stopping near 3; then pass 3 to the left of 4th hoop and go through to 1^2 and rush 3 to 3^2. He should then pass 3 to the front of 6th hoop (3^3) stopping himself near 2.

DIAGRAM III.—How to manage the pioneering ball from the 3rd to the 5th hoop, and from the 4th to the 6th, when one of the balls in play is the next player. It is 1 to play and he is at the 3rd hoop. In diagram 2 No. 1 ball was made to strike the player 2 first. In the present position he must strike 3 first, for reasons I shall give presently. 1 must first rush 3 to position indicated by fig. 3. He should then pass 3 to the front of 4th hoop (3^2), stopping himself near 2. He should then hit and pass 2 to position indicated by fig. 2, and follow through hoop. He should then send 2 on to the 5th hoop and stop near 3; pass 3 to left of 4th hoop, follow through, and by a splitting stroke send 3 to front of 6th hoop, stopping near 2, now in front of 5th hoop. The reason why 3 should be struck in preference to 2 when at the 3rd hoop is, that the balls ought to be got into such order that 2, the player, shall be left behind at the 5th hoop. Had 2 been hit first it would have been necessary to pioneer him to the 6th hoop, where he is not wanted, as, after pegging, 4 (the dead ball) can be brought into the game.

DIAGRAM IV.—How to manage the pioneering ball from the 5th to the 7th hoop, dismissing the player from position in front of 6th hoop. 1 is to play and is at the 5th hoop. 1, having hit 3, should pass him to the left of 5th hoop, follow through, pioneer 3 to the front of the 7th hoop, stopping himself in position indicated by 1^2. He should then rush 4 to position indicated by 4; take a stroke off to 2, pass 2 to the right of the 6th hoop, and follow through to 1^4. He should then rush 2 to 2^2, and in the next Croquet dismiss 2 altogether, bringing 1 up to 1^5. He should now rush 4 to 4^2, and he will then have a first-rate game before him, having the dead ball and his own ball exactly in the positions required.

DIAGRAM I.

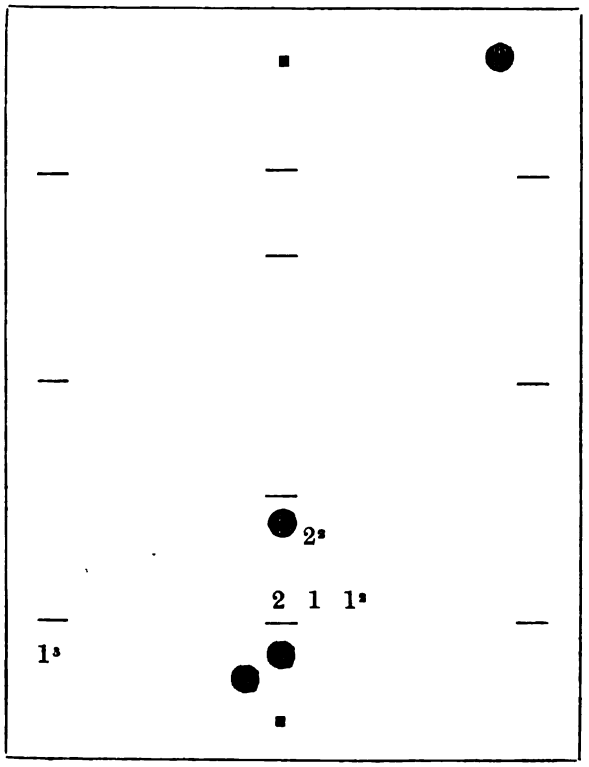


DIAGRAM II.

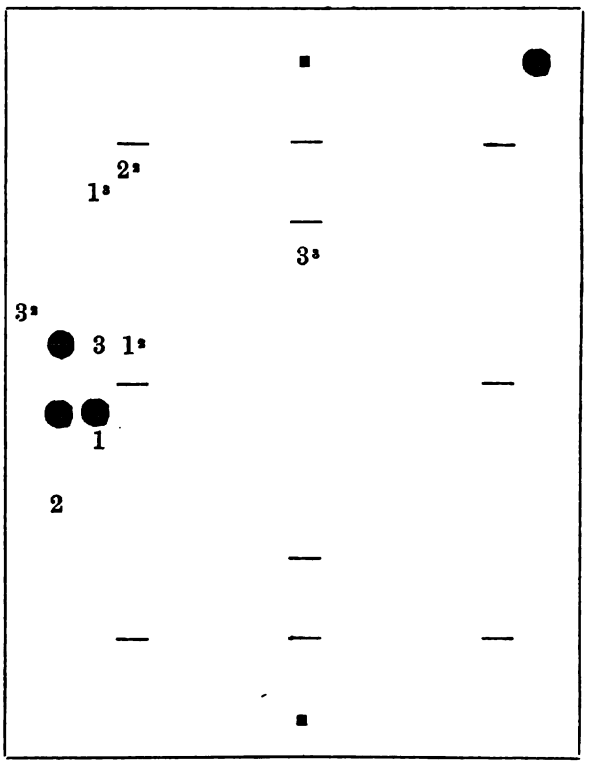


DIAGRAM III.

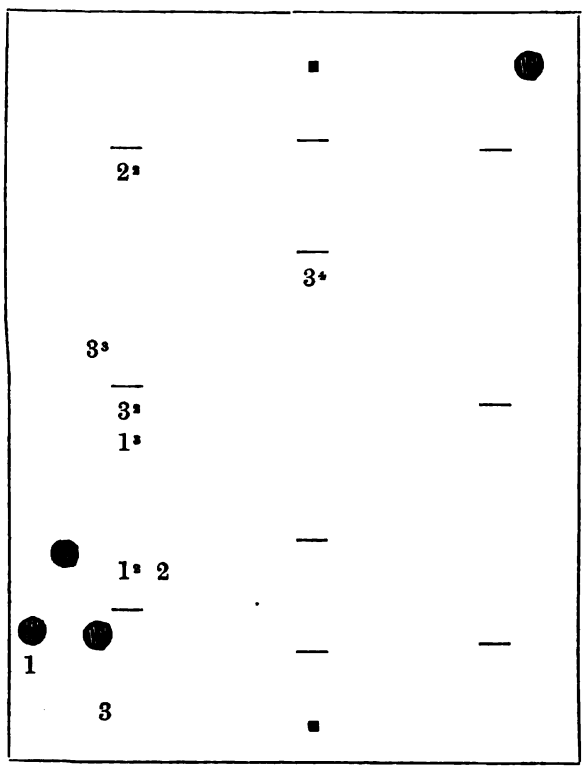
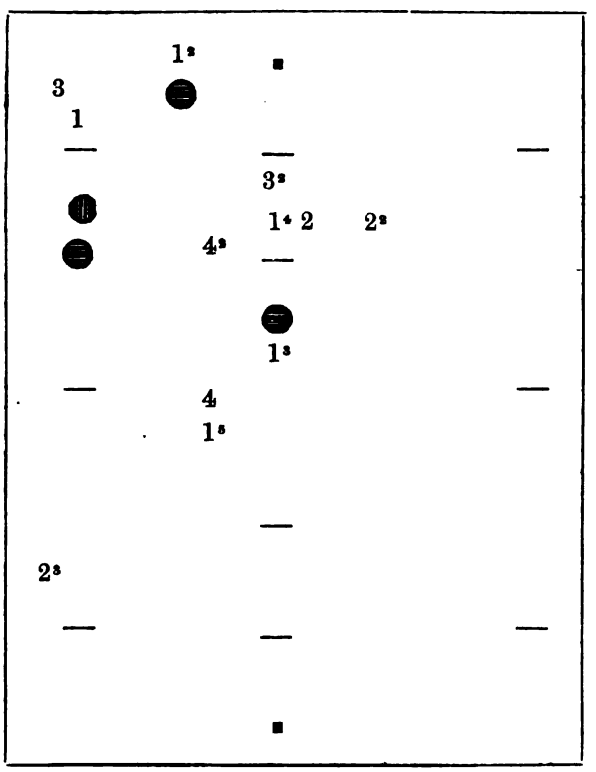


DIAGRAM IV.



MORE PIQUET DOUBTS.

THE following questions have recently arisen in actual play, which we give with the best answers in our power. Firstly, to guide the players; secondly, to call attention to the very imperfect set of laws we possess on the subject. It may surprise some of our readers when we inform them that the principal Piquet club in London (the Portland), at this moment, plays by Hoyle's rules, and from this fact alone it is obvious a large number of rules must have been established by custom. The committee of the Portland have, from time to time, decided a large number of questions that have arisen, but these decisions, although of the highest authority, are not open to the general public. If the club would grant us permission to do so we should be glad to publish questions and answers verbatim for the benefit of the Piquet players. The decisions of the Portland are the property of the club, and, looking at the matter in that light, they can, of course, do what they choose with their own; but the Portland, as the leading authority on Whist and Piquet, is, in our view, a public body. The decisions of the committee, if not binding on Whist clubs by any act of law, are recognized and followed by the committees of all the minor clubs in the Kingdom, and we are placed in this anomalous position that we acknowledge their authority without knowing what they have already decided, or the reasons for their decisions. We cannot think this a satisfactory position, and we would suggest to the committee that any decisions of theirs on questions of law might be published with great advantage to the public, and without detriment to the club. We should be glad to do this month by month, and we doubt not *Bell's Life* and the *Field* would do likewise, and thus players generally would be kept *au fait* with the current authority on the subject. It is a somewhat remarkable fact that the earliest edition of Hoyle's (the first edition was published in 1743) omits how many points make game. We do not know by which edition of Hoyle the Portland profess to play, but we assume that the number 101 or 100 is established by usage like so many other rules of the game. In private the game is generally played 100 up, but the rules as laid down by Hoyle apparently did not anticipate playing single games, but *parties*, and in many clubs this system is continued because a *partie* gives more room for skill and less for the luck of the deal; but players generally prefer the single games, because of the question of time, and the more frequent opportunities to leave off. Hoyle gives the odds 5 to 4 on the elder hand for a game; 23 to 20 on the elder hand in a *partie*.

A *partie*, it may be necessary to explain, is five games of 100 up. Another way of playing, sometimes followed in this country, is the Vienna Game; we say the Vienna Game because Vienna is now the head quarters of Piquet, and there the game is scarcely ever played in any other manner. The system is to play six deals, each player having three deals, and thus both are on an equality. The player who scores the greatest number adds 100 to his score, and wins that number, plus the difference between the two scores.

If the loser does not get 100 in the six deals, his score also is added to the winners. Sometimes, in consequence of this rule, when the player gets near the 100 on the sixth deal, he has to calculate whether he shall try to get to the 100 or not. If he sees no chance of getting the full score, it is then his interest to get as little as possible, and he therefore loses all he can. It is scarcely necessary to add that a very small sum per point will run into a good deal of money. We have seen this game played amongst the French players, and in the North of Ireland. The number up is often varied, and in some parts of the country we have seen 150 and 151 game; but generally, notwithstanding anything in the book to the contrary, a game here means 100 by custom, unless by special agreement some other figure is fixed on.

For the information of such of our readers who play by BOHN's rules, we may mention the first 25 are copied *verbatim* from HOYLE, and the last 10 have been added by the author. Some of these rules do not come in their proper order. They are binding at the Portland by custom.

1. A player looks at the talon before discarding. What is the penalty?—*Ans.* After a player has touched the stock he cannot alter his discard. The player therefore who looks at a card in stock, if he has discarded, must stand by his discard; if he has not discarded, he must take in at least one card and play with 13 cards, in which event he could not score anything that hand. We give the decision as the law is, and do not hold ourselves responsible for the reasoning; and we may add a mild protest against penalties being allowed without clear written laws on the subject.

2. In dealing, a card is exposed in the dealer's pack. What is to be done?—*Ans.* No penalty arises to the dealer for exposing one of his cards. The non-dealer is not injured; on the contrary, he is benefitted thereby. It is a rule common to all card games that there is no penalty where there can be no advantage.

3. In cutting, a card is exposed?—*Ans.* There must be a fresh cut.

4. A deals three cards at a time?—*Ans.* In England he must deal two cards at a time.

5. A claims a tierce to the Queen. B says, "good," and A shews his tierce, when B says, "not good." Can A mark his tierce?—*Ans.* Yes; the claim has been made and admitted.

6. Assume the last facts, but the tierce is not shewn; that is, B rectifies his blunder before A shews the tierce.—*Ans.* When B has acknowledged his adversary's claim to be good, he cannot correct himself, even before his adversary's tierce is on the table. If corrections were allowed, discussions almost impossible to settle would constantly arise as to which of the two acts was first—the shewing the tierce, or the correction of the mistake.

7. A shews his point, which is acknowledged good, and he counts five. He then leads, and counts one, two, three, and so on. Can he rectify this mistake by afterwards adding the five thus omitted?—*Ans.* Yes, at any time before the cards are cut for the next deal.

DOUBLE DUMMY.

No. VIII.

H trumps. Score—Love all.

A's HAND—H 8, 5, 4; C 9, 8, 6; D A, 8; S 6, 5, 4, 3, 2.

X's HAND—S A, 9; C 10, 5, 3; H 9, 2; D Kg, Q, 10, 7, 5, 4.

B's HAND—H Kg, Kv; C Kg, 4, 2; S Kg, Q, Kv, 10; D 9, 6, 3, 2.

Z's HAND—H A, Q, 10, 7, 6, 3; S 8, 7; D Kv; C A, Q, Kv, 7.

Played at the Westminster Chess Club, between the two best players in the Club, 14th July 1870. A had the lead, and X and Z made 5 by cards.

SIMPLE ENDINGS.

No. III.

A's HAND.—H A, 8, 4; D 2.

X's HAND.—S A; D 9, 8; H 5.

B's HAND.—H Kg, 2; D Kg; C 10.

Z's HAND.—H Kv; D A, Q, 3.

Clubs trumps. A to lead, and win every trick.

No. IV.

A's HAND.—C Kv; S 10, 7.

X's HAND.—S Q, 8, 6.

B's HAND.—H 10, 8; D 6.

Z's HAND.—S 9; D 9, 7.

Spades trumps. A led C Kv, and X and Z won the three tricks and game.

Played at the Westminster Chess Club, 10th June 1870.

NOTICES TO CORRESPONDENTS.

W. C. and F.—It is W's lead, and he throws down two cards, which stick together, and the top card completely covers the bottom card. W's adversary requires W to play the bottom card, can he do so? *Ans.*—The following are exposed cards, "Two or more played at once." This is the case in point. The two cards are played, and it matters not whether the bottom card is seen or not. In the eyes of the law it is exposed, and all exposed cards are liable to be called. W's opponent had therefore a perfect right to see the bottom card and call it. To call a card exposed when it cannot be seen seems a contradiction in terms, but you must bear in mind the object of the law is not to prevent the adversary seeing the card, but the offender's partner, and it is impossible to say what the partner may or may not have seen. If it were not for the chance of the partner seeing there would be no penalty, because the adversary would not be injured but rather benefited by the exposure.

L. L.—Private signals can never be fair. The Blue Peter would not be fair unless it were generally known. Many years ago we saw a letter from "Aubrey" (who used to write for the *Field*, and who we miss with great regret), describing a match that took place, wherein one side determined to try the effect of secretly reversing the Blue Peter, so that if A dropped the 3 and then the 2, instead of that being a signal for trumps it meant, Partner, I am very badly off in trumps. This was done without the knowledge of the opponents. Aubrey added that this was a ruse often practised, and particularly by Frenchmen playing against Englishmen. We hope this is not true. We certainly never saw it tried, but if we have a very unobservant partner and 2 good opponents we should not hesitate to Blue Peter when we did not want trump, but the difference is that in the one case you must conspire with another to obtain your end, which is unfair, and in the other you deceive your adversary by a ruse in which you are justified.

LEX.—It was a Gentleman named Carlyon to whom the authorship of Cœlebs on Whist was attributed. He was of your profession.

C. R. B., M.D.—If, as you suggest, we had trumped with the small trump, and we had then left the major tenance, and you, fourth player, have the minor tenance, we fail to see how we can prevent you winning one trick. We cannot, to use your own language, "Draw the minor tenance with the major."

WHIST CLUB.—A deals, and when he has done so takes up his partner's hand instead of his own! What is to be done? *Ans.* We think A's partner's hand must be left on the table, and the cards treated as exposed cards. An exposed card is a card shewn on or above the table, and the point that our lawgivers had in view was that the card might be exposed, *i.e.* seen by the delinquent's partner. The true reason for the law is to prevent the partner obtaining an improper advantage by a sight of his partner's hand, or any portion thereof; and although our construction of the law may seem strained, we think that the offender has exposed the cards within the true meaning of the code. A severe critic does not agree with this view, because he says "my partner cannot expose my cards." An opponent we admit cannot do so; but a player and his partner are to our minds one, and the act of the one is the act of the other. The player is answerable for his partner's blunders. Our critic suggests that the two opponents have the right to see the hands, and then decide whether they will have a new deal; but there is no law by which this penalty can be inflicted, and unless our view be right, we cannot see any thing in the laws that meets the case. It may be a *casus omissus* on the part of our Whist lawyers; but if so we cannot invent a penalty for the offence.

HONOR.—We are obliged to you for pointing out that *Land and Water* appropriated one of our articles without acknowlegement. The Editor, the next week, explained that this was a printer's error, and we do not see how he could have done more. Of this we are sure, the *Country Gentleman's Paper*, of which you speak so highly, would have done less. The *Field* would have said that something or other was contrary to their principles! At any rate *Land and Water*, in common honesty, is an improvement on the *Field*; but then we fear we do not praise it much, for how could it be worse?

S. T.—I led H Kg, which won. I followed with the Qn. To the first trick my partner dropped the H 3; the second round he played the H 2, and I having read your Papers played trumps. My partner said, I ought not to have led trumps, which as the event proved was certainly a bad lead. Was I justified in assuming this to be a Blue Peter; if not, what does a Blue Peter mean?—*Ans.* We do not know; if playing the 3 and then the 2 is not a Blue Peter, we think there is no such thing as a Blue Peter at all.

P.P.—We do not see how a past event at cards can affect the future. If you have lost 10 rubbers running, you are no more likely to win the 11th than if you had won 10 running. We cannot recommend betting; but assuredly to increase your stake because you have lost is the most effectual way of losing more than you can afford, whereas if you have won largely and increase your stakes, so far as you are concerned, there is little harm done by your losing. There is no harm in betting if you bet according to your means.

NOBODY.—I betted with Q 10s on the rubber. This bet we repeated several times. Q later on proposed to bet £1, which I accepted and lost, and on the settlement Q claimed 10s. Ought I to have paid the £1?—*Ans.* Certainly; you lost £1 and are bound to pay it. Q's forgetfulness does not justify you in not paying what you owe.

S. E. M.—It is a revoke.

A.R.R.—If a player leads out of turn, you can call a suit from him or his partner, whose ever turn it is first to play; or you can call the exposed card.

SAM.—Revoke. We have replied to this question so often that we are tired of it. If for your penalty you take 3 tricks from your adversary, you add those 3 tricks to your own packet, and you count one for each trick you then have over 6.

A. B. C.—Honours must be called in such a manner that the adversaries' attention is drawn to the claim. It is not sufficient to score them. Nor from the discussion that takes place at the end of the hand should you assume that your adversaries admit your claim.

AN OLD BIRD.—A leads when it is his partner's (B) turn; thereupon Z tells B to lead Hearts—X tells him to lead Spades, whereupon B refuses to lead either, and claims that A can take up his exposed card. What is to be done?—*Ans.* We think the two claims amounted to a consultation, to which X and Z were not entitled, and therefore the claim of either suit is bad, and neither can be enforced. X and Z have told each other improperly the suit they desire led, for which there is no punishment. Z made a claim that was right, and which would have remained right but for the conduct of X. We cannot decide otherwise than that X and Z have consulted within the meaning of the law, and that therefore they lose their right to any penalty. The exposed card can be taken up.

B & L.—A at the end of the hand is found to have two cards left, when the others have one. On searching the tricks we find in one trick there are only three cards. What is the penalty?—*Ans.* If a player omits to play to a trick, and such error is not discovered until he has played to the next, the adversaries may call a fresh deal. If they allow the deal to stand, the surplus card is considered at the end of the hand to be played to the imperfect trick, but it does not constitute a revoke therein.

H. A.—We can only repeat what we have said before; if you have lost money at your club, it is your duty to send the money the next morning. The system of owing is bad enough, and as a system should never be tolerated; but if unfortunately you have lost more money than you have with you, you are bound at all hazards to send the money the next day. Any one that does not comply with this rule should be brought before the committee.

C. V. C. H.—Your adversary is quite right. The penalty is in all respects orthodox.

J. L.—The correct odds (barring the deal) is 3 to 1; 5 to 2 is usually taken.

CROQUET.—The umpire can touch the hoop through which the next player has to go. Neither of the players can do so.

PIQUET.

C. R.—The French rule is the same as the English. Here it is: "Si dans le cours de la partie, un fineur s'apercoit qu'il donne les cartes pour la deuxième fois, il a le droit; pourva qu'il nait pas encore vu ses cartes; de faire refaire, quand bien même l'adversaire aurait défa vu son feu.

A. S.—I am 99; my opponent 98. I am elder hand, and declare my point, which is equal. I then declare my sequence, which is not good, and I then lead out my cards and call game. My adversary says, he is game, because of the sequence. Which is right?—*Ans.* Your adversary. By the rules of the game the point counts first and the sequence next; anything your adversary has in his hand counts before the card you led.

G. W.—If you neglect to take in any or all of your 3 or 5 cards, and do not find it out until after you have played, you must play without the card so left.

WHAT THE PRESS SAY OF US.

From *L'Echiquier*, Paris.

The Westminster Papers: a Monthly Journal of Chess, Whist, Games of Skill, and the Drama.—Parmi les publications mensuelles qui me paraissent indispensables à tout homme fréquentant un *salon* ou un *cercle*, permettez-moi de vous citer *The Westminster Papers.*

Les amateurs d'Echecs, de Whist, de Piquet, et le dirai-je, de Bézique y trouvent une ample matière à étude, un code de solutions touchant les difficultés que la pratique des ces différents jeux fait nâitre et un choix exquis dans les matériaux employés, le tout assaisonné d'anecdotes piquantes dont les joueurs et le jeu font les principaux frais.

Les Echecs y tiennent la place d'honneur et la plus large part leur est faite.

Chaque numéro contient quatre problèmés, dus aux plus eminents compositeurs Anglais.

Les parties, au nombre de trois ou quatre, sont dues aux meilleurs joueurs du club de Westminster.

Depuis l'invention du chassepot, je ne me suis jamais autant émerveillé.

Que de choses dans un menuet! disons-nous en France.

Que de choses dans les Papiers de Westminster! disent les Anglais.

Signe particulier: le journal a commencé sa troisième année c'est une excellente note par le temps qui court.

The Westminster Papers.

1st SEPTEMBER 1870.

PROBLEMS.

To the Editor of the WESTMINSTER PAPERS.

SIR,—A love for Problems has led me, for the last few years, to examine most of the works published in that department of Chess. There are many beautiful collections to be met with, and let me mention, *en passant*, for elegance and finish, the collection of J. B. of Bridport.

However, I think there is a work on Chess Problems to be written yet. The work would not be a work of original positions. It would contain the best by the great masters. Its principal feature would be the method followed in the classification of the Problems.

Every Problem is composed of three ideas: The first I would call the primary idea; viz., the mere position of the pieces as they stand ere the solution; the second I would call the medium idea; viz., the succession of moves whereby the mate is brought about; the third I would call the final idea; viz., the position of the pieces after mate is given.* It is evident that on first looking over the board, if it be crowded, if the pieces be cramped or in an improbable position, half your desire to solve the Problem vanishes. In the highest view of the science, perhaps, this idea may be over estimated, since, as some composers pretend, it matters little whether there be few or many pieces,—whether their position be elegant or not,—the only aim being to puzzle. For them the idea of means, or the medium idea, is everything. We cannot, however, shut our bodily eyes; an artistic disposition of the two forces before battle is a first pleasure, and also indicates that the author has probably not composed in haste.

The medium idea must, of course, be the chief idea; without it the other two would be worth little, indeed. But let us repeat, that only in conjunction with the other two can a Problem aim at perfection. A discovered check, a *coup de repos*, sacrifices, and all the ingenuities of attack and defence, I call medium ideas. The more difficult a Problem is of solution, the more praiseworthy the medium idea is.

Now, the final idea is one which enlists most people's admiration; for, being the result of the medium idea, which has prepared the imagination to receive it, if it be pretty, it gives the *summa felicitas* to the solver. If the final idea be inelegant, that is to say, if the mate is given by a major piece, backed by a host surrounding the solitary sable King, however good the medium idea, it detracts a great deal from the worth of the problem. That I may be able to expose my views more easily, let me take an example from d'Orville. Place the pieces as follows:—White King, Queen's Kt 2; Knights, Queen 3 and King's Kt 4; Bishop, King's Bishop's 3; Pawns, Queen's Kt 3, Queen's Bishop's 2 and King's 4. Black King, Queen's 5th.

Now, let us look at the position: that is, the primary idea. The pieces are not numerous,—they are not awkwardly placed. True, Black has no friends, but White's pieces are not so overwhelming as to create a feeling of aversion to the position. I call this primary idea *good*. Let us see the solution: 1. Kt from Kt 4 to King's 5. 2. Pawn to Bishop 3. 3. Kt checks. 4. Pawn to Kt 4 and Bishop mates. The succession of sacrifices is remarkable, the action of the two Knights being *cunningly* devised. I call the medium idea *very good;* and look at the final position! I call it an *excellent* idea.

This is altogether an excellent Problem, because it unites in a superior degree the three ideas spoken of.

Of course, in certain Problems one idea takes precedence over another, so that the final idea in one Problem may be good, whilst the medium idea may be indifferent (which sometimes occur with d'Orville). In the Indian problem the chief idea is the idea of means, or the medium idea.

Then I would have a work in which the best Problems would be classified according to ideas. It might be divided in two parts—final ideas and medium ideas. Problems in which one of these is the prominent feature, would go under the head of that idea, the primary idea being dismissed by a word of praise or disapproval. The labour would be immense, for is there a limit to ideas? I think there is. Many an idea at Chess is but a slight variation of one known before. One could not expect to produce a perfect work at

* French words might, perhaps, more exactly convey my meaning: idée, première, moyenne, finale.

the first trial, but at any rate, he would get the credit of having first introduced a classification founded on analysis and logic, and to show how Chess Problem composition may gradually rise to the exactness of the sciences.

GEORGES EMILE BARBIER.

[We gather from M. Barbier's letter that he does not share the popular view of Chess Problems, which is that they represent the endings of games; and, indeed, the modern Chess Problem cannot be so considered. Between the game and the Problem there is this fundamental distinction, that, whereas a game is a struggle between two equal forces, uncertain in the result, the Problem is a puzzle, the solution of which is foretold and guaranteed. To elevate the construction of Chess Problems to the dignity of an exact science we require, as in all other sciences, sufficiently numerous and homogeneous facts, and a collection of principles to which they can be successfully applied. We agree with our correspondent that a work elucidating the principles involved in the construction of Chess Problems is needed, and would be of great interest to the majority of Chess players.—EDITOR.]

YORKSHIRE CHESS ASSOCIATION.

THE annual meeting of this Association was held this year at the Central Exchange Hotel, Newcastle-upon-Tyne. Play commenced on Monday, the 1st of last month, and was continued till the following Saturday. Several tourneys were organised during the week, but the champion cup tourney attached by far the largest amount of interest.

Ten entries were received for the first-class prize: Rev. W. Wayte, Eton; Mr. E. Thorold, Bath; Mr. Fisher, Malvern; Mr. Walker, Cheltenham; Rev. A. B. Skipworth, Northallerton; Messrs. Hill and Nicholson, South Shields; Rev. W. L. Newham, Barrow; and Messrs. John Charleton and R. Punshon, Newcastle. Each player played one game with every other competitor, draws counting as a half to each, and the winner of the greatest number of games carried off the prize.

As Mr. Thorold, who obtained the first place, had already held the challenge cup, this second victory entitled him to hold it permanently. The second place, as may be seen from the subjoined tabulated statement of score, was obtained by Mr. E. Walker, and the third by the Rev. W. Wayte. The Rev. A. B. Skipworth, who on one occasion had held the challenge cup, was singularly unfortunate at the meeting, as he only won three games out of ten which he played.

		Rev. W. Wayte	Rev. A. B. Skipworth	Mr. J. Charleton	Mr. B. W. Fisher	Rev. W. L. Newham	Mr. R. Punshon	Mr. J. Nicholson	Mr. D. Hill	Mr. E. Walker	Mr. E. Thorold	Total Score
1	Rev. W. Wayte	...	+	+	+	+	+	+	—	½	—	6½
2	Rev. A. B. Skipworth	—	...	+	—	—	+	+	—	—	—	3
3	Mr. J. Charleton	—	—	...	—	—	+	+	?	—	—	2
4	Mr. B. W. Fisher	—	+	+	...	+	+	+	+	—	—	6
5	Rev. W. L. Newham	—	+	+	—	...	—	½	—	—	—	2½
6	Mr. R. Punshon	—	—	—	—	+	...	—	+	—	—	2
7	Mr. J. Nicholson	—	—	—	—	½	+	...	?	—	—	1½
8	Mr. D. Hill	+	+	?	—	+	—	?	...	+	—	4
9	Mr. E. Walker	½	+	+	+	+	+	+	—	...	+	7½
10	Mr. E. Thorold	+	+	+	+	+	+	+	+	—	...	8

— Signifies lost. + Won. ½ Drawn. ? Unplayed.

Two games only were left unplayed. In both of these Mr. D. Hill would have been concerned had there been an opportunity of their being played. It will be observed that Mr. Hill beat both Mr. Walker and the

Rev. W. Wayte, the holders of the second and third places of honour, respectively, in the tourney. On the last day of the meeting considerable excitement was evinced by the local players in the encounter that took place between Messrs. Thorold and Hill, because if victory had inclined favourably to the latter gentleman, there was a strong probability that he would win his games with Messrs. Charleton and Nicholson, and so have tied (at 7 each) with Mr. Thorold. Mr. Hill made a gallant stand, but ultimately was obliged to succumb to the superior prowess of the president of the Bristol Chess Club.

During the week a good number of visitors put in an appearance. Among these were Lord Ravensworth, the president of the Association; Messrs. G. W. Newton, W. G. Hunter, A. W. Bölck, E. Reid, H. Page, J. Bullus, W. Field, D. Rowlands, W. Mitcheson and F. Woodmass (Hon. Secs.), of Newcastle; J. White, of Blaydon; F. Revel, Eighten Banks; C. Bewicke, Close House; R. Bone, E. Young and William Graham, North Shields; Dr. Bewicke and Mr. Lynn, Darlington; N. Doxford, A. Fox and John Dennistoun, Sunderland. Herr Löwenthal was also present during the week, and on Friday evening conducted sixteen games simultaneously, of which we believe he won a majority. On Friday evening also the members of the Association and their friends dined together, the Rev. A. B. Skipworth occupying the chair, and Mr. G. W. Newton acting as croupier. After the usual loyal toasts had been honoured, Mr. Nicholson proposed "Success to the Association," and in the course of his remarks expressed the pleasure he had experienced in meeting and contending with so many good players from a distance. If he had not drawn any blood on behalf of the Association, he had at least shed some, and hoped that Northern amateurs might again have an opportunity of seeing in their midst so many players whose names were well known in the annals of Chess. The toast was drunk with cheers. The chairman proposed the health of the president of the Association, Lord Ravensworth, who was, he said, not only a patron of Chess, but of art, literature and everything else that adds grace to life. Mr. Wayte gave the health of the strangers, coupled with the name of Mr. Löwenthal, who responded in a lengthy speech, in which he reviewed the progress made by Chess in this country during the last nineteen years that he had resided in it. He also indicated a few of the causes that have tended to retard the spread of Chess.

It is proposed that a new challenge cup fund be raised, and that the new cup must be won three times before it can become the property of the victor. The name of the Association has been changed. It will henceforth be known as the "Counties' Chess Association."

The following tournaments of four were played during the week:—Rev. W. Beckett, Darlington; Mr. Torry, Newcastle; Mr. Page, Newcastle; Mr. Woodmass, Newcastle; and Mr. Beckett won.

HANDICAP A.—Rev. W. Wayte; Mr. A. Lucas, Darlington; Mr. Charleton, Newcastle; Mr. Walker; and Mr. Lucas won. Mr. Wayte (giving a knight) lost to Mr. Lucas; Mr. Walker lost to Mr. Charleton; and in the final round Mr. Charleton (giving pawn and two moves) lost to Mr. Lucas.

HANDICAP B.—Rev. W. Stephens won of Mr. Fisher; Rev. W. L. Newham won of Mr. Nicholson; and Mr. Newham won the prize, beating Mr. Stephens.

The play generally was scarcely so good as in former years, but the meeting was a particularly pleasant and agreeable one; the local players having done all in their power to ensure success.

The next meeting of the Association is to be held at Leamington or Malvern in the first week of August 1871.

The following games were played during the Meeting:—

GAME XXXVII.

White Mr. SKIPWORTH.	Black. Mr. WALKER.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. Kt takes P	4. B to Q B 4
5. B to K 3	5. Q to K B 3
6. P to Q B 3	6. Kt to K 2
7. P to K B 4	7. B takes Kt
8. P takes B	8. P to Q 4
9. P to K 5.	9. Q to K Kt 3
10. Q to Q 2	10. B to K B 4
11. Kt to Q R 3	11. B to K 5
12. R to K Kt sq	12. Kt to K B 4
13. B to K B 2	13. P to K R 4
14. R to Q B sq	14. Kt to K R 3
15. P to K R 3	15. Q to K B 4
16. Kt to Q Kt 5	16. R to Q B sq
17. P to Q Kt 4	17. K to Q 2
18. P to Q R 3	18. P to K B 3
19. B to K 3	19. P to Q R 3
20. Kt takes P	20. R takes Kt
21. Q to Q B 3	21. K R to Q B sq
22. Q to Q B 5	22. Q to K 3

And White shortly resigns.

GAME XXXVIII.

White. Mr. WALKER.	Black. Mr. PUNSHON.
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. B to Q B 4
3. P to K B 4	3. P takes P (a)
4. Kt to K B 3	4. Kt to K B 3
5. P to Q 4	5. B to Q Kt 5
6. B to Q 3	6. Castles
7. Q B takes P	7. P to Q 3
8. Castles	8. B takes Kt
9. P takes B	9. P to Q 4
10. B to K Kt 5	10. P takes P
11. B takes P	11. Q Kt to Q 2
12. Q to Q 3	12. P to K R 3
13. B to K R 4	13. P to Q B 4
14. Q R to Q sq	14. P to K Kt 4
15. Kt takes Kt P	15. P takes Kt
16. Q B takes P	16. P takes P
17. Q takes P	17. Q to Q Kt 3
18. B takes Kt	18. Kt takes B
19. R takes Kt	19. B to K 3
20. Q R to Q 3	20. K R to Q sq
21. Q takes Q	21. P takes Q
22. B takes P	22. R takes R
23. P takes R	23. R takes R P
24. B to K 4	24. P to Q Kt 4
25. R to B 2	25. R to Q R 8 ch
26. R to K B sq	26. R to Q R 6
27. R to K B sq	

And Black resigns.

(a) P to Q 3 is better.

GAME XXXIX.

White. Rev. W. WAYTE.	Black. Rev. A. B. SKIPWORTH.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. Castles	5. P to Q 3
6. P to Q B 3	6. P to K R 3
7. P to Q 4	7. Kt to K 2
8. Q to Kt 3	8. Castles
9. P to Kt 3	9. Kt to Kt 3
10. P takes P	10. P takes P
11. R to B 2	11. Kt to B 3
12. Q to B 2	12. B to Kt 5
13. Kt to R 3	13. B takes Kt
14. R takes B	14. B takes P ch
15. P takes B	15. Kt takes P
16. Q to Kt 2	16. Kt takes R ch
17. Q takes Kt	17. Q to B 3
18. Q to B 2	18. K R to K sq
19. B to Q 3	19. R to K 4
20. K to R sq	20. R to K Kt 4
21. B to K 3	21. Kt to K 4
22. B to K 2	22. Q to Kt 3
23. Q takes P	23. Kt to Kt 5
24. B to Q 2	24. Q takes P ch
25. Q takes Q	25. Kt to B 7 Mate

A very pretty game.

THE BADEN TOURNEY.

As we announced the result of this tournament through the daily papers on the 7th ultimo, all our readers are aware that the Congress, which assembled at the outbreak of the war, was brought to a successful conclusion on the 5th ult., and resulted in a victory for Anderssen, who thereby became entitled to the grand prize of 3,000 francs. The second prize, of 600 francs, was won by Herr Steinitz, and the third prize of 400 francs was divided between Mr. Blackburne and Herr Neumann, their respective scores being equal. Herr Anderssen's victory was very generally anticipated, and indeed, it may be admitted, that in the time accorded by the regulations for the consideration of the moves, he has no rival among modern players.

Nevertheless, the score sheet shows that his was no easy victory, for he scored but one half, or a drawn game above Herr Steinitz, and only one above Messrs. Blackburne and Neumann respectively.

Notwithstanding their proximity to the scene of the actual operations of the war, the Chess players appear to have suffered no inconvenience from it, except an occasional interdiction of their "walks abroad" after sunset.

Herr Steinitz's too liberal offer to stand something "for the soldiers" brought him into a momentary difficulty with a patrol party, but his energetic "protest," backed by the unmistakably British exterior of his companions, Mr. De Vere and Mr. Blackburne, eventually satisfied the commanding officer that the offer was a sudden ebullition of good fellowship, and not an attempt at corruption by a French spy.

In other respects, thanks to the thoughtful care of Herr Kolisch, to whom was committed all the arrangements for the Congress, the Chess players enjoyed every comfort they could desire.

The games were played at the times appointed, and the manager took care that there should be no postponement on any consideration. If a player failed to appear, the game was scored against him. The tourney, as regards management, was the best conducted in modern times, and reflects the greatest possible credit on Herr Kolisch and the getters up of the meeting. We trust that the rules laid down for the conduct of the business will be made a precedent for all future occasions. The time allowed for the play is, in our opinion, ample, and we cannot but think, if the rules were strictly enforced, we should have many similar meetings, and that more players would enter the lists if they had the assurance that the tourney could be brought to an issue with the same speed as the one under notice. We append the full score:—

GRAND TOURNEY AT BADEN BADEN.

First Prize, 3,000 francs; Second and Third Prizes, according to the number of entries.

	Anderssen		Blackburne		De Vere		Paulsen		Mincwitz		Neumann		Rosenthal		Steinitz		Stern		Winawere		Total Score Won
	1st Game	2nd Game	1st Game	2nd Game	1st Game	2nd Game	1st Game	2nd Game	1st Game	2nd Game	1st Game	2nd Game	1st Game	2nd Game	1st Game	2nd Game	1st Game	2nd Game	1st Game	2nd Game	
Anderssen	...	...	+	½	+	½	+	+	+	+	—	—	+	—	+	+	+	+	+	—	13*
Blackburne	—	½	...	...	+	+	+	—	+	+	½	—	½	½	+	½	+	+	+	½	12
De Vere	—	½	—	—	...	...	—	+	—	+	+	—	+	+	—	—	+	+	—	+	8½
Paulsen	—	—	—	+	+	—	...	...	½	+	+	—	+	½	—	—	+	+	+	½	9½
Minowitz	—	—	—	—	+	—	½	—	...	...	—	—	+	+	½	+	+	+	—	—	7
Neumann	+	+	+	½	—	+	—	+	+	+	...	...	—	½	—	—	+	+	+	+	12
Rosenthal	—	+	½	½	—	—	—	½	—	—	+	½	...	...	—	—	+	+	—	½	6½
Steinitz	—	—	—	½	+	+	+	+	½	—	+	+	½	+	...	...	+	+	+	+	12½
Stern †	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	...	...	—	—	0
Winawere	—	+	—	½	+	—	—	½	+	+	—	—	+	½	—	—	+	+	...	...	8½

Each Competitor played two games with the others. Drawn Games count half a game to each player. 20 moves an hour, time limit. — signifies lost. + won. ½ drawn.

In the middle of the tourney our hopes were very much raised by Mr. Blackburne, who stood decidedly the

* We congratulate our contemporaries—the *Illustrated*, *Era* and *Field*—on the information they have given about the Tourney; viz.: 1. Five games, stolen from us. 2. A telegram, anticipated by the Dailies one week. 3. An incorrect score sheet. If the *Field* and *Illustrated* know subtraction, they would see Anderssen did not win 13½ games. If the *Era* knew addition, the Editor would see 12 games and 3 half games did not make 13. † Mr. Stern had to retire, from the exigencies of war.

second best chance up to the last few games. We should have rejoiced more if Mr. Blackburne had come out second, for the honour of Old England, at the same time we are bound to confess our pleasure at seeing Herr Steinitz second. No man deserves success better, nor does more to ensure it. In the early part of the tourney, he did not seem able to hold his own at the speed, but he made up for this later on. We suspect he had not practised at the pace, and this we take it is a desideratum for success. Nor ought we to be otherwise than pleased at seeing Herr Neumann, in conjunction with our countryman, third. His games we have the pleasure often to publish, and we are sure always with advantage to our readers. Mr. De Vere played as well as we could have expected. The want of steady practice and study will, we fear, prevent his attaining the highest position in the Chess world—a position, be it said, that many of us think he could obtain with a proper amount of work and steady training. His drawn game with Anderssen is beautifully played. To look at this game one cannot but see that Mr. De Vere has the faculty of patience in addition to great ingenuity. This much the tournament has shewn,—the English are not so far behind the French and Prussians as our Chess leaders have taught us to believe, and the tournament will do good, if only to show our true position. We are not, as a Chess nation, disgraced; nor do we think there is any reason to fear that we shall not be able to hold our own against all comers. It would have added to our satisfaction if Herr Kolisch had entered the list, but he is not, like "a bird, able to be in two places at once."

GAME XL.

White.	Black.
Mr. Blackburne.	Herr Minewitz.
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. B to B 4 (a)
3. K Kt to B 3	3. Q Kt to B 3 (b)
4. B to Kt 5	4. P to Q R 3
5. B to R 4	5. K Kt to B 3
6. Castles	6. P to Q Kt 4
7. B to Kt 3	7. P to Q 3
8. P to K R 3	8. B to Kt 2 (c)
9. P to Q 3	9. Q to Q 2
10. Kt to K 2	10. Kt to K 2
11. P to Q B 3	11. B to Kt 3
12. P to Q R 4	12. P to K R 3
13. B to K 3	13. B takes B
14. P takes B	14. Castles K side
15. Kt to Kt 3	15. Kt to Kt 3
16. Kt to R 2	16. Q R to Q sq (d)
17. R takes Kt	17. P takes R
18. Q to R 5	18. Kt to K 2
19. Kt to Kt 4	19. Q takes Kt
20. Q takes Q ch	20. K to R 2
21. Kt to R 5	Resigns.

(a) The defence springing from 2. Kt to K B 3 is now generally preferred; but the move in the text is perfectly safe and good.

(b) Better, perhaps, to have played 3. K Kt to B 3.

(c) We question the policy of playing the Bishop to this diagonal. In this form of game the Queen's Bishop is generally wanted to prevent the advance of one of the adverse Knights to K B 5th.

(d) This loses the game off hand. His best resource at this juncture is apparently 16. Kt to K R 2, which would, at any rate, enable him to prolong the defence.

GAME XLI.

White.	Black.
Herr Steinitz.	Herr Wienawer.
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. Q Kt to B 3
3. P to K B 4	3. B to Kt 5
4. K Kt to B 3	4. B takes Kt
5. Kt P takes P	5. Q to K 2
6. P takes P	6. Kt takes P
7. P to Q 4	7. Kt takes Kt ch
8. Q takes Kt	8. P to Q 4
9. P to K 5	9. B to K 3
10. B to Q 3	10. P to Q B 3
11. Q R to Q Kt sq	11. P to Q Kt 4
12. Castles	12. P to K R 4
13. P to Q R 4	13. P to Q R 3
14. Q to K Kt 3	14. P to Kt 3
15. Q R to R sq	15. K to Q 2
16. P takes P	16. K to B 2
17. B to R 3	17. Q to Q 2
18. B to Q 6 ch	18. K to Q sq
19. Q to Kt 5 ch	19. K to Q B sq
20. P takes R P	20. Q to Q sq
21. Q takes Q ch	21. K takes Q
22. P to Q R 7	22. Kt to R 3
23. Q R to Q Kt sq	Resigns.

GAME XLII.

White.	Black.
Mr. De Vere.	Herr Neumann.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q B 3	3. P to Q 4
4. B to Kt 5	4. P takes P
5. Kt takes P	5. Q to Q 4
6. Q to Q R 4	6. Kt to K 2
7. Kt takes Kt (a)	7. P takes Kt
8. B to Q B 4	8. Q to K Kt 4
9. P to Kt 3	9. Q to K Kt 3 (b)
10. Kt to Q R 3	10. B to Q 2
11. P to Q Kt 4	11. Kt to Q B
12. Kt to Q B 2	12. B to Q 3
13. Q to Kt 3	13. Castles
14. Kt to K 3	14. Kt to Kt 3
15. P to K R 4	15. Kt takes B
16. Q takes Kt	16. P to K R 4
17. B to Q Kt 2	17. P to Q R 4
18. P to Q R 3	18. K R to K
19. Q to Q 4	19. Q R to Q
20. R to K Kt sq	20. P to Q B 4 (c)
21. P takes P	21. B to K 4
22. Q to Q B 4	22. R to Q Kt
23. Castles	23. B to Kt 4
24. Q to R 2	24. B to Q 6
25. P to K Kt 4	25. R to Kt 2
26. P takes R P	26. Q to Q B 3
27. P to R 6	27. K R to Q Kt
28. R takes Kt P ch	28. B takes R
29. R to Kt sq	29. Q takes K R P
30. Kt to B 5	30. Q to K 3
31. R takes B ch	31. K to R sq

And White resigns.

(a) An error which seriously compromises his game at the outset. The correct move is 7. P to K B 4.

(b) Well played! Effectually barring the advance of the adverse Queen's Pawn.

(c) The commencement of a very ingenious combination.

GAME XLIII.

White.	Black.
Herr Neumann.	Herr Minewitz.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. K Kt to B 3
3. Kt takes P	3. P to Q 3
4. Kt to K B 3	4. Kt takes P
5. P to Q 4	5. P to Q 4
6. B to Q 3	6. B to K Kt 5
7. Castles	7. B to K 2
8. R to K sq	8. P to K B 4
9. P to Q B 4	9. Castles
10. Q Kt to B 3	10. Q Kt to B 3 (a)
11. Kt takes P	11. Q Kt takes P
12. B takes Kt	12. P takes B
13. Q takes Kt	13. P to Q B 3
14. Kt takes B ch	14. Q takes Kt
15. Q takes K P	Resigns.

(a) This move appears to have been made under the impression that the Q Pawn could be safely captured. The result shews that it costs a piece.

GAME XLIV.

White.	Black.
Herr Steinitz.	Herr Neumann.
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. K Kt to B 3
3. P to K B 4	3. P to Q 4
4. P to Q 3	4. Q P takes K P
5. B P takes K P	5. Kt to Kt 5
6. Kt takes P (a)	6. Kt takes P at K 4
7. P to Q 4	7. Kt to Kt 3
8. Kt to K B 3	8. Q to K 2
9. B to Q 3	9. P to K B 4
10. Q B to Kt 5	10. Q to K 3
11. Castles (b)	11. P takes Kt
12. B takes P	12. B to Q 3
13. Kt to K 5	13. B takes Kt
14. P takes B	14. Kt to Q 2
15. Q to R 5	15. Q Kt to B sq
16. Q R to Q sq	16. B to Q 2
17. P to K R 3 (c)	17. K R to Kt sq (d)
18. K to R sq	18. Q to Q Kt 3
19. P to K 6	19. B takes P
20. R to Q 2 (e)	20. P to Q R 4
21. P to Q Kt 3	21. P to R 5
22. K R to Q sq	22. B to Q 2
23. R takes B	Resigns. (f)

(a) White, by playing P to Q 4 at this point, can convert the opening into a variation of the Philidor's defence; wherein a similar position is brought about as follows:—

1. P to K 4	1. P to K 4
2. Kt to K B 3	2. P to Q 3
3. P to Q 4	3. P to K B 4
4. P takes K P	4. P takes K P
5. Kt to Kt 5	

White's position in the game is the same as the second player's in the above variation, excepting that the move has enabled him to bring the Q Kt into the field. This variation of the Philidor's defence is now considered unsound, but when, as here, the Q Kt is already at Q B 3 we do not consider that it is so.

(b) White could save the piece by P to Q 4, but prefers sacrificing the Kt to losing time in its rescue.

(c) Apparently to prevent Black offering the exchange of Queens.

(d) Black's game is desperate, but the weakness of this move appears to be out of all proportion to his difficulties. It does not appear, however, that he has any good defence.

(e) Q takes K R P leads to very pretty variations. If Black takes the Q, mate follows; for instance:—

20. Q takes K R P	20. Kt takes Q
21. B takes Kt ch	21. B to B 2
22. R to K sq ch	22. K to B sq
23. B to K 7 ch	23. K to K
24. B to B 5 dis ch	24. Q covers
25. R takes Q mate	

But Black's best move in answer to Q takes K R P would have been Kt to K 4.

(f) Because if Kt takes R, mate follows in a few moves.

GAME XLV.

White.	Black.
Mr. Anderssen.	Mr. De Vere.
1. P to K 4	1. P to Q B 4
2. Kt to K B 3	2. P to K 3
3. Kt to Q B 3	3. P to Q R 3 (a)
4. P to Q 4	4. P takes P
5. Kt takes P	5. B to Kt 5
6. B to Q 3	6. Kt to Q B 3
7. Kt takes Kt	7. Kt P takes Kt
8. Castles	8. P to Q 3
9. K to R	9. Q to K R 5
10. P to K B 4	10. Kt to K B 3
11. Q to K B 3	11. Kt to Kt 5
12. P to R 3	12. P to K R 4
13. B to Q 2	13. B to Q B 4
14. B to K	14. Q to Q
15. B to Kt 3	15. R to Q Kt
16. P to K 5	16. P to Q 4
17. P to K B 5	17. Q to B 2
18. Q R to K	18. R to Kt 5 (b)
19. Kt to Q	19. P to Q R 4
20. P to Q B 3	20. R to Kt 3 (c)
21. Q to K B 4	21. Kt to R 3
22. Q to Kt 5	22. B to K B
23. B to R 2 (d)	23. R to Q Kt 2
24. Q takes R P	24. P to Q B 4
25. B to Q R 6	25. R to Kt 3
26. B takes B	26. Q takes B
27. P to K Kt 4	27. P takes P
28. P to K 6 (e)	28. R takes P
29. P takes P	29. R takes R
30. R takes R ch	30. K to Q
31. Kt to K 3	31. P to Q 5
32. P takes P	32. P takes P
33. Q to R 4 ch	33. B to K 2
34. Q takes P ch	34. K to K
35. Kt to Q 5	35. Kt takes P
36. Kt takes B	36. Kt takes Kt
37. Q takes Kt P	37. Q takes R P
38. Q to Kt 2	38. Q takes Q ch
39. K takes Q	39. R to Kt ch
40. K to K B 3	40. K to Q 2
41. R to K 5	41. R to Q B (f)
42. R takes R P	42. R to B 7
43. R to R 7 ch	43. K to K 3
44. R to R 6 ch	44. Kt to Q B 3
45. B to K Kt 3	45. K to Q 4
46. P to Kt 3	46. Kt to Kt 5
47. R to R 5 ch	47. K to B 3
48. P to Q R 3	48. R to B 6 ch
49. K to Kt 4	49. Kt to B 7
50. B to B 2	50. K to Q 2
51. R to Q B 5 (g)	51. R takes R
52. B takes R	52. K to B 3
53. B to B 8	53. Kt to R 8
54. P to Kt 4	54. Kt to B 7
55. P to R 4	55. Kt takes P
56. B takes Kt	56. P to B 4 ch
57. K to B 4	57. K to Kt 2

And the game was drawn.

(a) Black opens his game somewhat timidly.

(b) We do not understand the purport of this move. In addition to threatening nothing, it loses valuable time, as it is evident that the Rook will be compelled to retreat in a move or two.

(c) Better, perhaps, to have retired the Rook at once to Q Kt 2.

(d) A necessary precaution before capturing the K R P, as a very slight examination will show.

(e) This is very spirited and attacking, but we question whether it is really preferable to the obvious move of 28. P takes P.

(f) The whole of this difficult end game is admirably managed by Mr. De Vere.

(g) The only move, apparently, to avoid the loss of a Pawn.

GAME XLVI.

White.	Black.
Herr Neumann.	Mr. Blackburne.
1. P to Q B 4	1. P to K 3
2. P to Q 4	2. P to Q 4
3. Q Kt to B 3	3. K Kt to B 3
4. P to K 3	4. B to K 2
5. K Kt to B 3	5. Castles
6. B to Q 3	6. P to Q Kt 3
7. Q to B 2	7. B to Kt 2
8. B to Q 2	8. P to B 4
9. P to Q R 3	9. Q P takes B P
10. B takes B P	10. B takes Kt
11. P takes B	11. P takes P
12. P takes P	12. Q takes P
13. B to Q 3	13. R to Q sq
14. B to K 2	14. Q Kt to Q 2
15. Castles (Q R)	15. Q R to B sq
16. K R to Kt sq	16. Kt to Q 4
17. K to Kt sq	17. B to B 3
18. B to Q R 6	18. R to B 2
19. B to K Kt 5	19. Kt takes Kt ch (a)
20. P takes Kt	20. Q to K 4
21. P to K B 4	21. Q to R 4
22. B takes B	22. P to Kt 3
23. B takes R	23. R takes P
24. Q to Kt 2	24. Kt to Kt sq
25. B to Q Kt 5	25. R to B sq
26. B to K B 6	26. P to Q R 3
27. B to Q 3	
And wins.	

(a) Q to Q B 4 seems a better move; only a want of time can account for the very inconsiderate move in the text.

GAME XLVII.

White.	Black.
Mr. De Vere.	Herr Mincwitz.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. B to Q Kt 3
5. P to Q R 4 (a)	5. P to Q R 3
6. Castles	6. P to Q 3
7. P to Q B 3	7. Kt to K B 3
8. Q to Kt 3	8. Castles
9. P to Q 3	9. Kt to K 2
10. Q to R 2 (b)	10. Kt to Kt 3
11. B to K 3	11. P to Q B 3
12. Kt to Kt 5	12. Kt to R (c)
13. P to Q R 5	13. B takes B
14. P takes B	14. P to Q 4
15. P takes P	15. P takes P
16. B to Kt 3	16. P to K R 3
17. Kt to K B 3	17. Kt to Kt 3
18. Q Kt to Q 2	18. B to K 3
19. Q R to Q sq	19. Q to B 2
20. Q to Q B 2	20. R to K
21. P to K 4	21. Q R to Q B
22. P takes P	22. B takes P
23. B takes B	23. Kt takes B
24. Kt to Q B 4	24. P to K 5 (d)
25. P takes P	25. Kt takes B P
26. Kt to Q 6	26. Kt takes R
27. Q takes Q	27. R takes Q
28. Kt takes R	28. R to Q 2
29. Kt to B 7	29. Kt to Q B 6
30. Kt to Q R 8	30. Kt takes K P
31. Kt to Kt 6	31. R to B 2
32. R to K	32. Kt to K B 3
33. Kt to Q 4	33. K to B
34. Kt to Kt 3	34. Kt to B 5
35. Kt to Q B 5	35. Kt to Q 4
36. Kt takes Kt	36. Kt takes Kt
37. R to K B (e)	37. K to K 2
38. R to Q Kt sq	38. P to K Kt 4
39. K to B 2	39. P to K B 4
40. R to K ch	40. K to B 2
41. R to K 5	41. Kt takes P
42. P to Kt 4	42. R takes Kt

And White resigns.

(a) A safer line of play, perhaps, and hence preferable in a match game than the more attacking move of 5. P to Q Kt 5.

(b) Doubtless anticipating P to Q B 3 and P to Q 4.

(c) A humiliating defence; but apparently his only resource to avoid the loss of a Pawn.

(d) The game now becomes very complicated and difficult for both parties. It will be seen, however, that Black comes out of the *mêlée* with the gain of a Pawn.

(e) White must now lose a second Pawn, do what he may.

(f) He might also have taken the Q Kt P with Knight in perfect safety.

GAME XLVIII.

White.	Black.
Herr Paulssen.	Mr. De Vere.
1. P to K 4	1. P to K 3
2. P to Q 4	2. P to Q 4
3. P takes P	3. P takes P
4. Kt to K B 3	4. B to Q 3
5. P to Q B 4	5. Kt to K B 3
6. B to K 3	6. Castles
7. P to Q B 5	7. B to K 2
8. Kt to Q B 3	8. Kt to K 5 (a)
9. Q to B 2	9. Kt takes Kt
10. P takes Kt	10. R to K
11. B to Q 3	11. P to K Kt 3
12. Castles	12. Kt to Q 2
13. Q R to K	13. P to K B 4
14. P to Q B 4	14. P to Q B 3
15. P takes P	15. P takes P
16. B to Q Kt 5 (b)	16. R to K B
17. B to R 6	17. R to K B 2
18. P to Q B 6	18. Kt to Q Kt 3
19. P to Q B 7	19. Q to Q 3
20. B to K 8	20. R to K B 3
21. B to K B 4	21. Q takes B
22. R takes B	22. Kt to Q B 5 (c)
23. K R to K	23. P to Q R 3
24. Q to K 2	24. P to Q Kt 4
25. B to Q B 6	

And Black resigns.

(a) To this move Black may trace all his subsequent difficulties.

(b) White takes admirable advantage of his opponent's faulty opening.

(c) It is not easy to find a satisfactory defence for Black at this juncture. We should have preferred, however, to the move in the text 22. B to K 3. In this case the following is a probable continuation:—

	22. B to K 3
23. K R to K sq	23. B to K B 2
24. B to Q 7	24. Kt to Q B sq

and though Black's game is very confined, he still possesses some resource.

GAME XLIX.

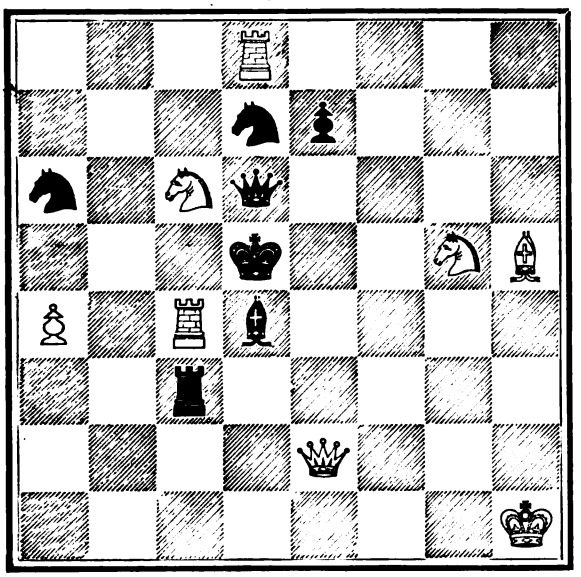
White.	Black.
Mr. Blackburne.	Herr Paulssen.
1. P to Q 4	1. P to K B 4
2. Q Kt to B 3	2. K Kt to B 3
3. B to K Kt 5	3. P to K 3
4. P to K 4	4. P takes P
5. B takes Kt	5. Q takes B
6. Kt takes P	6. Q to R 3
7. B to Q 3	7. P to Q 4
8. Kt to Kt 3	8. P to Q B 4
9. Kt to B 3	9. Kt to B 3
10. B to Kt 5	10. B to Q 3
11. Castles	11. Castles
12. P takes P	12. B takes P
13. P to B 4	13. Kt to K 2
14. R to B sq	14. B to Q 3
15. R to K sq	15. P to Q R 3
16. B to R 4	16. B to B 5
17. R to B 2	17. P takes P
18. R takes P	18. P to Q Kt 4
19. R takes K B	19. Q takes R
20. B to Kt 3	20. Kt to Kt 3
21. R to K 4	21. Q to B 3
22. Kt to R 5	22. Q to K B 4
23. Kt to Kt 3	23. Q to Q B 4
24. Kt to Q 4	24. K to R sq
25. B to B 2	25. B to Kt 2
26. R takes P	26. Q R to Q sq
27. Q Kt to B 5	27. Q to Q 4
28. Q to Kt 4	28. B to B sq
29. R to K sq (a)	29. B takes Kt
30. Kt takes B	30. Q to Q 7
31. Q to K 2	31. Q takes Q
32. R takes Q	32. R takes Kt
33. K to B sq	33. R to K 4
Resigns	

(a) R takes Kt seems better.

PROBLEMS.

PROBLEM No. XVII.—By G. E. BARBIER.

BLACK.

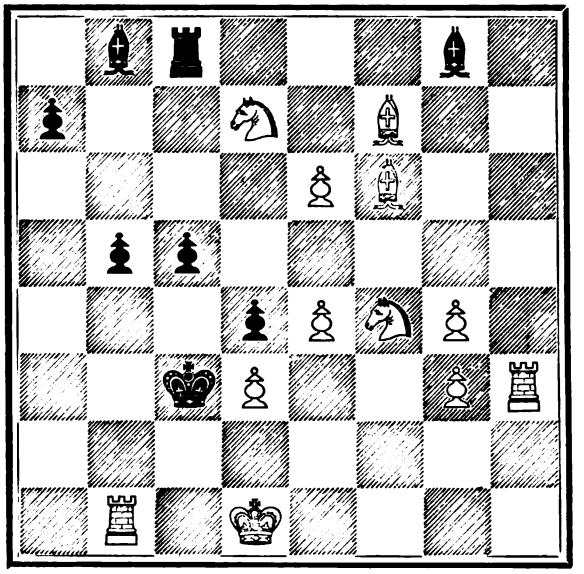


WHITE.

White to play and mate in two moves.

PROBLEM No. XVIII.—By T. SMITH.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. XIX.—By R. ORMOND.

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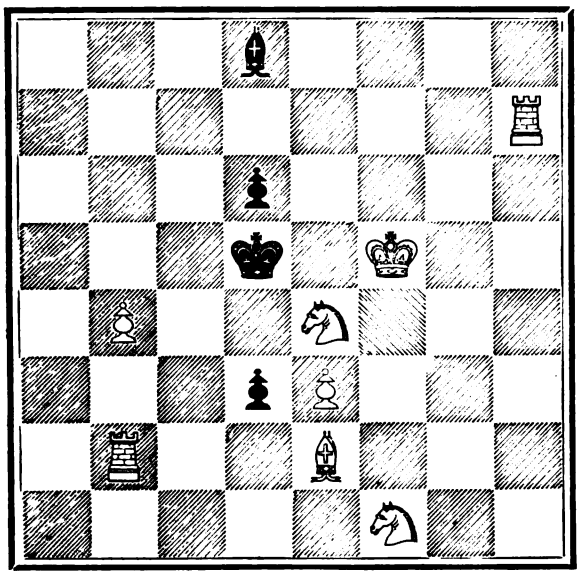

WHITE.

White to play and mate in four moves.

PROBLEM No. XX.—By B. HORWITZ.

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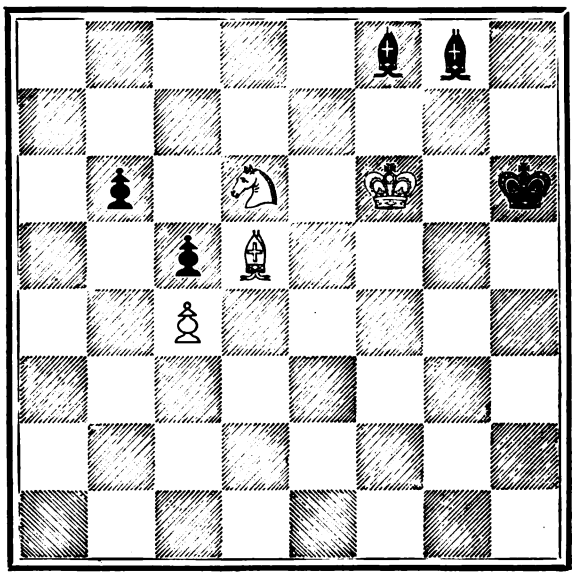


WHITE.

White to move and win.

SOLUTIONS OF PROBLEMS IN THE JULY NUMBER.

No. IX.

WHITE.	BLACK.
1. Kt to Q B 5	1. K takes B
2. Kt from Q 8 to K 6 ch	2. K moves
3. P mates	

No. X.

WHITE.	BLACK.
1. Kt to K B 5	1. Q takes B
2. Q takes P ch	2. R takes Q
3. Kt to Q 7 mate	

No. XI.

WHITE.	BLACK.
1. P to Q B 3	1. R takes B (best)
2. Q to Kt 4	2. Anything
3. Mates accordingly	

No. XII.

WHITE.	BLACK.
1. Q to K R 5	1. K to Q 5
2. Q to Q sq	2. K takes R } or R takes Q }
3. Q or Kt mates accordingly	

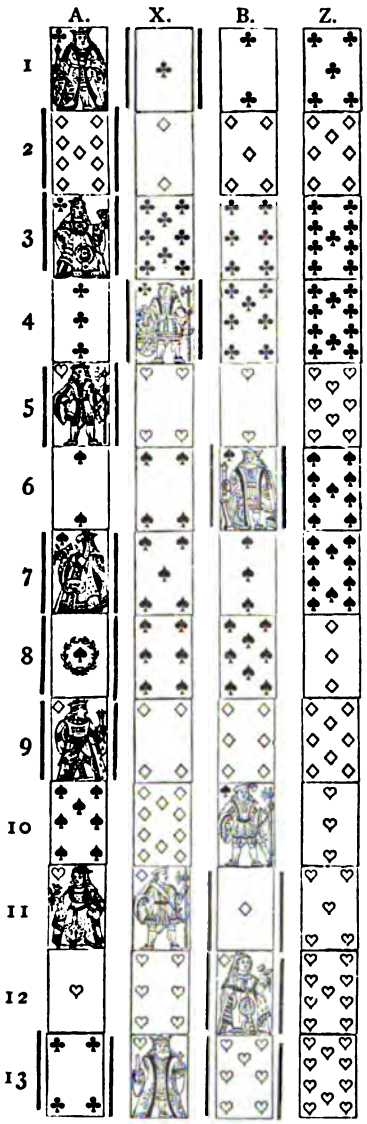
WHIST.

A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 10.

Played at the Westminster Chess Club, 23rd July 1870.

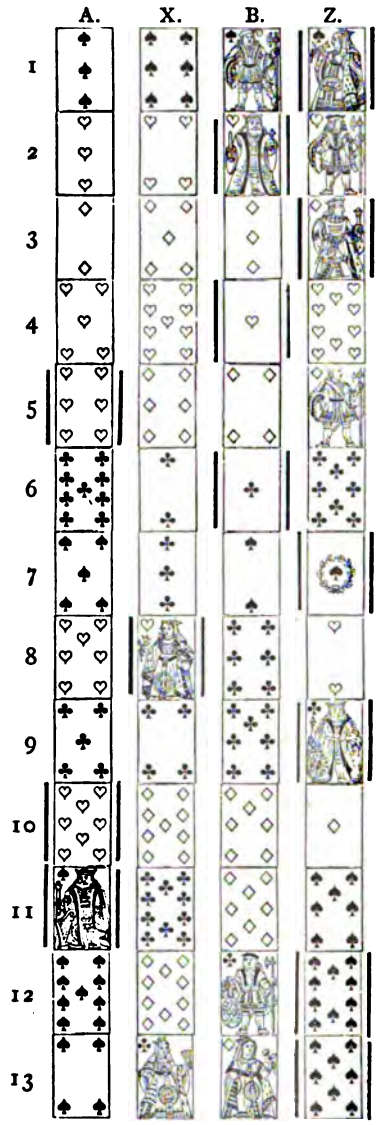
Score—Love all. Z turns up C 10.



HAND No. 11.

Z's HAND (Ed.)—S Ace, Q, 10, 8, 7; H Kv, 10, 2; D Ace, Kg, Kv; C Kg, 8.

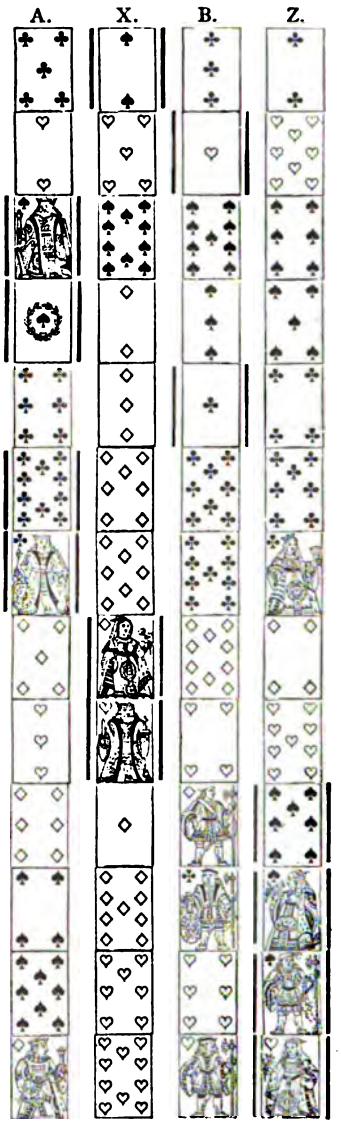
Score—4 all. Z turns up H 2.



HAND No. 12.

Z's HAND—S Q, Kv, 7, 6, 5; D 4; C Q, 7, 4, 2; H Q, 9, 8.

Score—4 all. Z turns up S 5.



HAND No. 10.

NOTES.—1. A is tolerably safe in every suit with a very strong hand, and he plays for a great score. The regular lead would be a small Club; but, the 10 being turned up, A thinks it best to insure the three rounds of trumps the first opportunity, and therefore leads the King. 2. X opens his strongest suit. 5. X, finding he can get no assistance from his partner in Diamonds, changes his suit. 9. A now knows that B has the best Spade. He has probably also the Diamond Ace; because, if X had it he would not have changed his suit; he therefore takes the best chance of winning five by cards by leading the Diamond King.

HAND No. 11.

NOTES.—1. Although A has five trumps he does not feel justified in leading them without first getting his suits established. He is so weak in Diamonds and Clubs that we think we should have played the same. 2. Z being master in his adversary's suit, and having a very fine hand, leads trumps, and having only three he leads his highest. 3. B opens his long suit, Z puts on the King, which is the right card to play when you have Ace, King, Knave. 4. Z continues trump. 5. We think B should not have continued the Diamond suit. It is better to return your partner's suit, having only one small one, than to leave him to lead it; and the fact that Z led trump immediately on winning the Spade, gives the player reason to believe that he is strong in that suit, and

probably guarded in all the others, particularly after a weak trump lead. 6. A is in a very disagreeable position, and he tries Clubs, and of course leads his best. 7. X, too late, does his duty. 8. Z does not know the 8 and 9 of trumps are not divided. He knows his partner has the Queen. 9. X feels certain that the Club 9 was A's best, and as B cannot have the King, Z must. 10. The Diamond Ace is a cruel card for A; he must trump it and lead his Spades to destruction.

HAND No. 12.

NOTES.—1. X having only two trumps, makes his little one. 2. We do not see why the Heart should be led in preference to the Diamond, and we would remind B that patience is a virtue, which he does not appear to possess. 3. B however, is earnest in the work, and he played with an object, which he proceeds to carry out. Z plays the 6 because the 5 was turned up. 4. In spite of B's anxiety, we think we should not have returned the trump. The event that happened, viz., that X had no more was the most probable event that could be imagined. If X had the 2, 10, and any other card above the 10 he would not have trumped the first doubtful card; but then, it should be understood, A is a very fine player, and thinks he knows more of the game than he does. 10. By trumping the Diamond Ace Z ensures the game. It is nearly certain that A has the Diamond King, and if he has that and the two trumps Z takes the best chance of winning. If Z throws away the Heart Queen he may get over-trumped, and lose the game without much difficulty; which he would have done, as the event proved.

JOTTINGS.—FORCING.

THE bad players are divided into two classes. The one set plays by rule, the other by instinct. There are some subjects on which rules cannot be laid down with precision, and hence those who play by rule make more blunders than usual when their sole guide is silent. Whilst, on the one hand, we desire all players to know and understand the rules that have been laid down by the leading authorities on the subject, on the other hand, we wish to see the reading class use more frequently their faculties of observation and reason. There is no point requiring more judgment than the subject with which we head this Paper, and there is none on which so little can be written to guide the reader. The object of the force is either to gain tricks, by means of your partner's trumps, or to reduce your opponent's strength, by making him play his trumps. The more you weaken your opponent the better chance you have of success in establishing your long suits, and the less chance he possesses of bringing in his. In forcing your partner you must be guided always by the state of the score—a point we often endeavour to enforce without seeing that marked improvement in the players that we should certainly perceive if proper attention were given to the subject. You should not force your partner unless you have four trumps, including an honour. This is the rule at the commencement of the hand. You must not force your partner when you are weak in trumps; but the rule is not to be taken into consideration when the only way to save or win a game or point is by forcing, no matter how weak you are. The rule not to force when you are weak is, we think, tolerably well observed by the dullest players; but, acknowledging the rule, so many games are lost later on by not forcing, that the rule—so good in itself and so inherently sound—becomes a disadvantage to those who will not force when the proper time has arrived for so doing. To follow rules is good, but the object of the player is not to follow rules but to win. Being weak we do not force our partner early in the game because, no matter how great that weakness, we hope that our partner may be sufficiently strong to outweigh our weakness. Our first hope is to win the game; our first duty is to save it. Early therefore we do not force, later on we do. Early we force if our adversaries are playing a strong trump game, for the purpose of preventing our trumping, or if he has signalled for trumps. This is of course one of the intimations we have of our partner's weaknesses, viz., that our adversary is strong, and we must often act on this suggestion; but in so doing care and judgment are required, for although one hand is strong, our partner's hand may be equally so, or even stronger, and we may do irreparable mischief to his hand by a force. Early we force if our partner has given an intimation of a desire to trump, which he may have done by leading from a singleton, or weakness, or by returning an adversary's lead; or we force if we have a reasonable chance of a cross ruff, or if our partner has been forced and has not led trumps. This last is a rule that has been established by custom, and later on by authority, but it is a rule the observance of which we much dislike. It is a two-edged weapon, placed in the hands of our partners so often for the purpose of ruining a good hand that we cordially wish it had never been introduced, and the rule itself is often, we think, misunderstood. The rule really means, if originally our partner had a lead and did not lead trumps, and he then got forced, and nothing in the meantime has occurred to change the nature of the game,—as for instance, that our partner's suit is still uncleared,—then we are justified in forcing him. If this modified reading of the rule be the true one, as we think it is, then there is reason in the rule. If our partner had not sufficient strength to lead trumps, and he is then forced, it follows he is not strong enough to leads trumps now; but, if in the meantime he has been enabled, by the assistance of his partner, to get his suit cleared, he may still retain the chance with his one trump less to bring in his suit, and if we then continue to force him we destroy that chance *in toto*. The rule, as it is constantly practised, of forcing your partner, for no other reason than that he has been forced before, is, we think, a foolish observance, or a misapplication of the rule. If our partner has failed to clear his suit it is probably safe to go on with the force, but if his suit is established we should not like to do so without a considerable knowledge of the position of the cards, and an utterly hopeless feeling of the chance of success by another line of play. A common position such as this constantly arises: A has the second best of his adversary's suit guarded; B, A's partner, has been forced in that suit; A gets in and forces again, forgetting

altogether that no harm can come to him in that suit. The adversary can make but one trick, and he will make it just the same whether you lead it or not, with this difference, that B will trump the inferior card of the suit instead of the best, and the second best will be left useless, except for the purpose of forcing B again. Whereas if A is quiet, X or Z may lead the best, which B will trump, and A will be left with the master card of the adversary's suit. This so often occurs, and we have so constantly seen players scolded for not forcing in this position, that we think our time will not be wasted in thus explaining that what to ordinary minds is tolerably obvious, but which a large number of players never seem to realise. Having the second best of your adversary's suit it is advisable, nine times out of ten, to remain quiet. Weak or strong, it is not advisable in this position to force your partner.

You are never too weak to force your adversary. Here again is a rule with a certain amount of truth in it, and although it is modified by other rules, as that, "you should not force the weak hand, but the strong, and never both," the rule with its modifications is of no value, unless the player has his wits about him. The primary duty of a weak hand is to force the strong hand of the opponent to reduce his strength, and the rule that you can never be so weak that you cannot afford to force your adversary applies only, when you have nothing to guide you as to the strength or weakness of your opponent. When you are absolutely ignorant on this subject you are never so weak that you cannot afford to force, but this ignorance should never last long. After a few cards are played you ought generally to tell which is the hand to fear, and the moment you ascertain which is the weak hand, it will not pay, because you are weak, to force that hand. To do so is only to play the adversary's game.

The two worst faults that can be committed at Whist are—1. To force your partner after he has led trumps. 2. To play a card of which neither of your adversaries have one so as to enable the weak hand to trump and the strong to get a discard.

It may not be out of place at this moment to speak of the words strength and weakness, because if the terms are misunderstood, our preaching will necessarily be of no avail. The strength which justifies a player in forcing his partner, we have seen, is four trumps with an honour, but the strength and weakness of which we are now speaking are unknown quantities, that can be only ascertained by observation. A player is strong who leads trumps, but even this of itself is not sufficient evidence. The trump led may be from weakness in trumps; as for instance, if a player leads a 9, and you have in your hand the 10, or the 10 is played to the current trick, you are tolerably certain that the 9 is the best of the leader's suit, and the player has told you that he is weak in trumps but strong in cards. It would not do because a player has led such a trump to force him. Whereas if he had led a 2, shewing that he had 4 of the suit or a 9, with nothing in your hand, or on the table to shew that he has not led from King, Knave, 10, 9, this hand you see at once is strong, and you force him accordingly. Strength may be denoted by forcing his partner, because unless the player has the requisite strength, except under the special circumstances we have mentioned, such as asking to be forced, which should be as apparent to you as to the player, you know as soon as the player forces his partner that he has four trumps to an honour, and therefore strength. Strength again may be shewn by asking for trumps, by refusing to trump a doubtful card. Great strength by refusal to trump a winning card, and so on. Weakness in like manner is denoted by trumping doubtful cards, by refraining from forcing his partner, and by the leads. If for instance the player leads out Aces and Kings and makes every trick he can, you know that, excepting as to the cards led, he is weak, because if he had good cards and trumps he would lead trumps. It may not be easy to give a rule that will hold good as to what denotes strength or weakness. This can only be learnt by reading the game as it proceeds, feeling as it were the object the players have in view, as by playing strengthening cards; returning the partner's lead instead of opening a suit of his own, and so on. If a player returns his partner's suit at once you may generally calculate he is weak, because if he were strong, *i.e.*, has four trumps and a suit of any value, he would open his suit, because, as we have endeavoured to shew in these Papers, the lead is of advantage, and a good player will avail himself of it. Intimations of some kind come very early in the game, and you must be a poor player indeed not to be able to feel which is the strong and which the weak hand.

THE SIMPLEST FORM OF SIMPLE ENDINGS.

No. V.

A's HAND—D 4; C Q, 10.
X's HAND—D 10; C Kv, 9.
B's HAND—C 8; S 9, 3.
Z's HAND—D 6; S 8, 2

Diamonds trumps. A to lead and win two tricks.

No. VI.

A's HAND—H Kg; C A; D 4.
X's HAND—D A; C Kg, 9.
B's HAND—C 8; D 6, 2.
Z's HAND—H A; D 10; S A.

Diamonds trumps. A to lead and win two tricks.

J. C. ON WHIST.*

We have repeatedly expressed our opinion that J. C.'s Treatise on Whist is the best that ever was written on the subject. J. C. is an acknowledged master of the game. He is the leading authority on the laws, and he has that power (one of the greatest of which the mind is capable) of imparting, in simple language, the vast knowledge within him. When, therefore, rumour (with her thousand tongues) asserted that we were to have a new edition of this work, with additions, the Whist players were thrown into a fever of excitement. The new edition has appeared, but our hopes, we regret to say, are not realised. The additions are, a chapter suggesting a different method of playing Dummy; a note stating that it is not at the option of Dummy to deal for himself or his partner; another explaining that the rule as to returning the lowest of four does not apply when you have the best of the suit; a line to say that you may signal for trumps in the second and third round of your own suit; and a few decisions on the laws of the game. "Alterations," in spite of the title page, there are none. Mr. Clay may argue,—my Treatise is acknowledged perfect; therefore, why should I alter it? We admit no other man could do so with advantage, but the Master who wrote the Treatise knows the subject is not exhausted. Whist has not slept, nor has the master mind decayed in the past six years. He is too modest a man to think his work perfect, and too clear-headed and practical not to have increased his store of learning during this period. The writer's opinion on the Blue Peter apparently has undergone no change. The rule as to playing King second hand in trumps is not affected by Mogul's letters. Nothing more is said as to the value of the lead, in spite of Emgeen, and the materials the author possesses for explaining more at length how to play in desperate cases and when to disregard rule—this mine of wealth—and numberless other subjects, more familiar to him than any other man, are untouched. But we may be permitted, on behalf of the Whist players, to express the hope that this silence will not be perpetual, and if from his numerous other calls he cannot find time thoroughly to revise the work, we trust he may from time to time throw out suggestions on the conduct of the game in a form less laborious than in book writing. Of the decisions we will speak at length on another occasion.

* *The Laws of Short Whist.* Harrison, 59 Pall Mall.

CHELTENHAM WHIST.

To the Editor of the Westminster Papers.

Sir,—Allow me to settle in a few words—I hope to your readers', and even Mogul's satisfaction—the Cheltenham Whist case. Mogul simply mistook the sixth for the seventh trick. The words, "A naturally supposes that the King is in the hands of X," are in note seven, and relate, of course, to the seventh trick, *after* A had already passed the Queen.

Now, I ask you, Mr. Editor,—I ask your numerous readers, I ask Mogul himself,—whether there is any absurdity in A's supposition. If Mogul himself had been A, and the Queen had been originally led by Z and passed, would he not, on the next lead of the suit, suppose the King to be in X's hand? Could he have possibly thought otherwise?

In thus pointing out Mogul's mistake I humbly take leave of him, apologising, with the wholesome fear of "Smith" in my mind's eye, for playfully designating him "autocrat of the Whist table."

Your Cheltenham Correspondent.

DOUBLE DUMMY PROBLEMS.

By F. H. Lewis.

No. IX.

A's Hand.—H A, 10, 2; D Kg, 4; S 4, 3.
X's Hand.—D 9, 8, 7; H 8, 7, 6; C 6.
B's Hand.—C 10; D Q, 10; H Q; S Kg, Q, 9.
Z's Hand.—H Kg, Kv; D Kv; C 2; S Kv, 7, 6.
Clubs trumps. A to lead, and A and B to win every trick.

No. X.

A's Hand.—S Q, 10, 9; D 4, 3; H 3.
X's Hand.—H Kg, Kv, 6; D 10, 8; S 4.
B's Hand.—H A, Q, 8, 7; D Kg; S 3.
Z's Hand.—S Kv, 8, 7; H 10, 5, 2.
A to lead, and A and B to win every trick. No trumps.

THE DEAD BOUNDARY.

To the Editor of the WESTMINSTER PAPERS.

SIR,—A great deal of discussion has taken place with reference to the Dead Boundary, which for many years has been played by the Three Shire Club, and which bears very much the same likeness to Croquet as the game of Single Pool does to Billiards; that is to say, it is more restrictive, slower, and requires greater perfection in one particular sort of stroke.

I wish to preface the remarks which I am about to make, by saying that, so far from being opposed to the Dead Boundary as a game, I am decidedly in favour of its adoption, and I trust that the Three Shire Club will, at the next Conference, again bring the question forward, with a complete set of laws, which I should be glad, for my part, to see inserted at the end of the Laws of Croquet. As on a Billiard table the distinctive games are played of Pool, Single Pool, Pyramids, &c., so I consider that on a Croquet lawn there is plenty of room for many variations of the game of Croquet. As, however, an attempt is being made to jumble up together the two games of Croquet and the Dead Boundary, I must ask for a place in your columns to make answer to the multitude of letters which have appeared on the subject.

The game of Croquet, with six-inch hoops and the old setting, is too easy. On this very intelligible argument all the principal changes have been made. These have all been in one direction; the hoops have been narrowed, and the distances between them increased. The nature of the game, however, has not been altered. Similar changes have been made at Billiards. The breaks were found to be too long; to meet this the pockets were narrowed. It was also found that, from the position of the spot on the table, it was possible, by getting the balls into a certain position, to repeat one particular stroke, not *ad infinitum*, but certainly *ad nauseam*. This again was properly met by an alteration in the position of the spot, which made the spot stroke so difficult that it ceased to be the "game" to play for it. The difficulty required was thus created without any interference with the principle of the game itself. It would, of course, have been possible to make the difficulty by an alteration of principle. Thus, if a law had been introduced that if a cannon had been made off the red and white, a second cannon of the same sort could not follow, but that the next must be off the white and red, this would have been an arbitrary interference with the principle of the game itself, which would certainly have effectually stopped long breaks, and would therefore, in the adopted phrase of certain writers, have "strengthened the defence." But this would have been substituting in the place of Billiards a game of a different nature, and this is exactly what is now being attempted to be done by the introduction of a part of the Dead Boundary system, not as a separate game, but as one of the laws of Croquet itself.

There is another general and equally strong argument against such an innovation being made, which is, that it is entirely opposed to the general theory of games to set up restrictions against particular strokes, or particular parts of games, because such strokes, or particular parts, happen to be easy. The difficulties of a game should be general, and not introduced in a patchwork manner, after this fashion. I should also remark that it is an especial merit in games that a great variety should exist in its difficulties, and that it should contain strokes of every description, from those which are exceedingly hard to those which are exceedingly easy.

It may, perhaps, have struck the originators of what is called the "modified" Dead Boundary, that the fact of some particular stroke being merely easy would be no very stable argument for such an innovation. They substitute, therefore, another method of attack; to take a stroke off, they say, is "coarse and unscientific," and it appears that the reason why this piece of play is "coarse" is because, in order to make it more sure, you strike your own ball hard. A curious method of reasoning. The two best long-shots that I know, Mr. Riky and Mr. Elsmie, are also the hardest hitters. They find, no doubt, from experience, that the hard hitting answers; but I think no one would venture on calling their style "coarse" play for that reason. Then, as to the taking off being easy, it is surely not "coarse" or "unscientific" on that account. The beauty of good play is that, by skilful management of the balls, all difficulties seem smoothed away. Everything comes easy to hand. The balls are got into a good position, and kept so that there seems but little to do. But according to the line of argument pursued, this style of play, which is the finest and most delicate, is the "coarsest." The fact is, these are *ad captandum* phrases, which are used as arguments for want of better; but I hope that the merits of a fine game are not to be damaged by one or two plausible and illogical phrases.

I will allow, however, that there is no conclusive argument against the introduction of a new system, in the fact that it interferes with the principle of the game. That is a question which must be judged on its merits. But of this there can be no doubt, that any alteration of principle should be introduced only on the most careful and mature consideration. To bring in suddenly a new theory, and pronounce it off-hand as perfect, betrays in itself an especial ignorance in the theory of games; for every skilful player must know that it is impossible in such a case to form any opinion suddenly. Now the proposition for the new system of the Dead Boundary was made on July 16th; on the 23rd the heading is given as the "improved" Dead Boundary, and thereafter it is taken for granted that it *is* an improvement, and indeed perfect.

To increase this absurdity, the propounder of the new system, after a few days' trial of it, speaks of it as a

thing decided on, and intimates that no one is to give an adverse opinion under pain and penalty of being considered ignorant, by Cavendish. With laughable complacency, he writes as follows: "Last week and this I have tried the rule with some excellent players, including one of last year's champions, on full-sized ground, and with six-inch and five-inch hoops. We like the rule so much that if asked whether we are playing the improved Dead Boundary, we scornfully reply 'we are playing Croquet,' which implies we do not consider it Croquet without this rule." In reply to this very knock-me-down argument, I can only remind your readers that Cavendish is not amongst the first flight of players, and neither he nor Mr. Joad have ever displayed that superior amount of skill which at all justifies them in treating the rest of Croquet players to this supreme amount of scorn. Such a method of persuasion would hardly have come gracefully from such players as Mr. Peel, Mr. Riky, Mr. Law, or Mr. Muntz. It will certainly not be taken as a conclusive argument coming from Cavendish.

Another means taken by the advocates of the Dead Boundary to press for its adoption, is by representing that to accept it would be to bow to the wishes of the Conference. This is altogether a misunderstanding. The Conference expressed no sort of opinion on the subject. With the exception of the members of the Three Shire Club and myself, there was hardly any one who had any experience in the matter. The Three Shire Club was, I believe, annoyed at the adoption of a mere part of the principle. The clause recommending the new plan for "consideration" was hurriedly adopted at the close of the meeting, and it was certainly right that the Three Shire Club, who had brought all their influence to bear in the formation of the Conference code, should have their game brought forward to public notice. But it is a misleading argument to speak of the Conference as having had, or having expressed, any sort of opinion as to the merits of the Dead Boundary game.

It must be understood that it is merely a mutilated part of the system of the Dead Boundary which it is attempted to introduce into the game of Croquet; to this proposal I paid a good deal of attention during the early part of the season, and the conclusion that I came to was that the object for which it was proposed to be introduced could be easily defeated. I pointed out the result of my study on this point at Wimbledon; I am not aware whether Cavendish, who was on the ground, heard my short dissertation on the subject, but I can only say that the whole of the observations then made by me appeared in *The Field* the week following in a letter signed by Cavendish. To this I have not the least objection. I always like to make common property at once of every new idea concerning the game, and for these reasons I felt obliged to Cavendish when, in his work on Croquet, he did me the honour to take as the basis of his own book about half of my work entitled *Croquet Tactics.*

Having shewn that such a change in the game of Croquet, as the introduction of a part of the Dead Boundary, is opposed to general principles, I will now give the especial reasons why no such innovation should be allowed. They are as follows:—

1. Because games of Croquet, already too long, are made longer by the restrictions.
2. Because the tactics under the new system are, not to play for the game by playing for the break, but to play for safety.
3. Because the system is levelled against good play by affording especial protection to bad play.
4. Because the game is taken as it were from the whole ground as the battle field, and drawn to the sides.
5. Because the necessity for making fine combinations, which is the first excellence in the game, is to a great extent destroyed by the innovation.

There are three forms of the Dead Boundary. The first is the game of the Three Shire Club. By this, any ball sent off the boundary not only loses its turn (if the playing ball), but is also put out of the game, and can neither croquet, or be croquetted by another ball, till it has placed itself on the ground again by its next stroke. The next game is what is called the modified Dead Boundary. The playing ball if, in taking a stroke off, it passes the boundary, loses its turn. The next game is the *soi-disant* "Improved Dead Boundary." If, in taking croquet, either ball should go over the boundary (the croquetting, or croquetted), the turn is lost.

It was supposed that the modified Dead Boundary would operate in making the break change hands oftener than in Croquet. It was adopted by the All England Club on this supposition, and was found to have the opposite effect. It is very clear that one way of regaining the break is by getting two balls together on the boundary line. No. 1 goes to the edge of the ground, intending that 3 should join him, and so give the enemy the trouble, full of risk, to come and separate. No. 2 defeats this intention as follows: He makes his two or three hoops (for it is not policy in this game to go boldly on with the game), then croquets 4 up to 1, and goes himself to 4's hoop; and by these means the supposed use of the modified form of the Dead Boundary is simply made of no avail.

But, says Cavendish—perfectly sanguine of the success of the second plan, in spite of the utter failure of the first—this can be remedied by making the player lose his turn, if after croquet either of the balls go off the ground. Admitting first, for the sake of argument, that this would be the case, the palpable objection still remains. The game would evidently be to play for the boundary, and for safety. The analogy as between Billiards and Single Pool, and between Croquet and the Dead Boundary, is wonderfully close. At Single Pool almost every stroke is made with reference to safety. One has to play so that there shall be nothing left to

the adversary in case the hazard fails. This sort of policy does not answer at Billiards. The principal thing is to make each stroke with such good strength that another stroke will be left after it. The majority of strokes in a good break are made in such a manner that each one is easy, but any easy stroke missed will leave a good break to the adversary.

By this means a most brilliant game is created, and very different in its nature from the slower, more crafty, and more restrictive games of Pool, Single Pool and Pyramids. I suppose it is hardly necessary for me to demonstrate that these latter games are infinitely inferior to Billiards. They are, in fact, to a great extent supported by the facilities they give to a little gambling, just in the same way as the very stupid affair of addition and subtraction is kept up. This is a game of not much skill, and requiring no sort of head work or combination; the interest is in the sweepstake. The Dead Boundary, in whatever way introduced, is also a slower game, and one requiring infinitely less head work than Croquet. It requires a nice calculation of strength in one particular stroke, and is so far meritorious; but in other respects it injures the game in essential points six or seven times as much as it helps it in this.

It is easy to see why inferior players, in whose favour the proposed restriction would tell, should advocate the introduction of this system; but it is difficult to understand how any good player should approve of it. Still, I repeat that my opposition is not against the Dead Boundary as a distinctive game. By all means let it be introduced at the end of the laws; but to attempt to mix up the two games together, and virtually to do away with Croquet in favour of the Dead Boundary could only end in failure, and in the loss of authority which the Conference laws now enjoy. Yours obediently,

WALTER JONES WHITMORE.

The following, from one of our leading players, appeared in *Land and Water*:—

"SIR,—I suppose, and hope, that the prominent place and type you gave, the other day, to a paper signed 'E. B. M.' are evidence of your wish to hold a fairer balance between conflicting opinions than a contemporary of yours has the courage to do, and not of any change in the views you have heretofore preferred with regard to what I must call that *pernicious* innovation, the Dead Boundary. 'E. B. M.' classes the Dead Boundary—along with the reduction of the width and number of hoops, and the abolition of tight Croquet—as the chief recent improvements in the game. Your readers will hardly agree with him in this. While the others encourage bold and brilliant play, the Dead Boundary has a directly contrary tendency, and *must* paralyze, *not handicap*, the superior player. Even the Three Shire Club, I am told, now repudiate their graceless bantling, whom experience has shown to be hopelessly "rickety."—VIGORN.

A NEW FASHION.

To the Editor of the WESTMINSTER PAPERS.

SIR,—It may not be generally known that the favorite and wonderful writer in the *Field* who rejoices in the ducal *soubriquet* of "Cavendish" is not only a writer on the subject of Bezique, Croquet, &c., but has also set up as an arbiter of fashion, and as a suggestor of ladies' toilettes, a judge of *modes et robes*.

I think that due praise should be given to "Cavendish" for the ability he displays, whether in Croquet or Hosiery. In the *Field* of 9th July this distinguished author (who is so retiring) gives some excellent advice as to ladies' boots, which, of course, will at once become law with all the fair sex. Speaking of the Wimbledon Croquet Ground, he "earnestly implores lady members to take care of their own property, and not to walk on the turf in high heeled boots." And he adds, with a politeness and delicacy all his own, "Is it too much to expect from the fair sex that *for once* they will sacrifice fashion to good sense." Such a flattering, gallant and insinuating way has "Cavendish" in recommending his views to the fair sex!

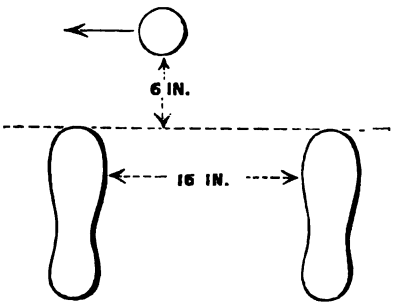
I cannot imagine how it is that when so many useful hints, as to fashions to be adopted, have come from the pen of "Cavendish," he is not more known and appreciated on this subject. In an article written last year in the *Gentleman's Magazine*, he made a most admirable suggestion; and yet, I grieve to say, it has never been adopted. In speaking of Tight Croquet, he remarks: "Thin shoes are an advantage for this stroke. In wet weather, if anxious mammas forbid thin shoes, shoes may be cast away altogether, and india-rubbers substituted, not over the shoes, but over the sock or stocking." It appears to me strange that, though the advantage of ladies playing Croquet in socks and goloshes was pointed out by "Cavendish" so long ago as July 1869, yet I have never seen a lady playing in socks and goloshes yet. Oh! anxious mammas, what are you about? Why neglect the hints thus generously thrown out for the better attiring of your fair daughters by "Cavendish"?

It has struck me that though neglected so long, the suggestion need not be lost altogether. The Croquet

ground beyond Wimbledon is raised in terraces, the highest terrace being some 4 or 5 feet above the lowest. Let the new fashion be only tried on this ground, and there will be every opportunity for observing the effect.

Yours obediently, LATAKIA.

P.S.—I add, from the article alluded to, a small print illustrative of the manner in which "Cavendish" says a ball should be struck at Croquet, and which also gives a good idea of the impress which ladies attired as recommended would leave on the ground in very wet weather. I trust your readers will pay particular attention to the "disposition" of the feet in goloshes.—L.



"The player should stand with his ["or her"] feet about 16 inches apart, and nearly parallel to each other; at all events, not in what dancing masters call the first position. Some players turn out the left foot, leaving the right only straight. We prefer the disposition of the feet indicated in the diagram."

NOTICES TO CORRESPONDENTS.

E. J.—My adversaries forget to claim or score the odd trick. The next hand we get out, and before the cards are cut for the next deal I tell them of their blunder. Can they then make our game a double instead of a treble?—*Ans.* Certainly; it is an erroneous score proved. This can be rectified at any time prior to the conclusion of the game in which it occured, and in law the game is not concluded until the trump card is turned in the following deal.

LE B.—W and B play against M and F; the first hand W deals, and W and B are clearly game, and the cards are thrown down. M deals, and M and F win the game. Third hand B deals, and W and B get to the score of three. M asks who had the Diamond Ace? and no one recollects. M looks through the pack, and finds the Diamond Ace missing, and he therefore claims that the last deal is void. Does the score stand or not?—*Ans.* It seems to us that the defect in the cards is detected in the hand last played, and therefore the score of three is null. The previous score stands. W deals again, with fresh cards.

IBID.—[This point arose on the same day, and at the same table as the last.] B and M play against F and W. B throws down the last three cards, and claims game; thereupon F and W throw down their cards, when W sees that B was not game, and thereupon W claims to call B's card; M thereupon claims to call F's card. What is the law?—*Ans.* Law 58 says, "If a player or players, under the impression that the game is lost or won—or for other reasons—throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it. The case as sent assumes that B could not have obtained game if the hand had been ordinarily well played by F, whereas if M can call F's card he (F) cannot save the game. F further alleges that, inasmuch as he throws down the cards in consequence of B's blunder and his improper call of game, therefore he ought not to be punished. We reply, this is doubtless hard on F, but F could have looked for himself, and need not have been misled by B. B's cards were callable, and if F had retained his cards he was in a better position than if B had held up his cards. B was wrong, and could have been punished. F, instead of taking advantage of the blunder, throws down his cards, and then his cards are callable. We cannot say the law is perfect, but it is quite clear that F's cards are exposed, and so long as the law exists, no matter how hard it is on F, he must submit. A case is decided by Cavendish, at page 25 of his eighth edition, which, although not quite in point, shows, we think, the view we have taken is beyond doubt. It is as follows: "X throws down his cards, remarking, 'We have lost the game.' On this W and Y (X's adversaries) throw down their cards. Z retains his hand. W and Y plead that they were misled by X, and that therefore they are not liable to law 58.—*Decision.* W's, X's and Y's hands are exposed, and must be left on the table to be called, each player's by the adversary. Z is not bound to abandon the game because his partner chooses to do so." The difference in the two cases is that X said he had lost the game, whereas in the point under discussion B said he had won the game; but the hardship in both cases is the same. The adversaries are misled in the one case, as in the other, to their prejudice. The law says you must not be misled; you must not throw up the game until you see you have lost, or until your adversaries admit jointly they have lost. It will, we hope, be a warning to F and to others not to throw down their cards. This practice leads to more wrangles than any other cause we know, and so far from saving time, it wastes twice as much as it would take to play the game out. In the argument sent, M's rights are entirely ignored. M is the only person that has retained his hand. He has done no wrong, and yet the contention on behalf of F would take away his rights under law 58. But in the argument, law 59 appears to have been overlooked. It is as follows: "If all four players throw their cards on the table, face upwards, the hands are abandoned, and no one can again take up his cards. Should this general exhibition show that the game might have been saved or won, neither claim can be entertained." The difference between the two laws is not obvious. We can see no reason why M should not do as his two opponents have done, viz., throw up his cards and claim game. F and W, by throwing up their cards, have admitted B's claim and abandoned the game. The difference between the two laws appears to be this. If B had thrown down his cards and said, "the game is lost," and W, F's partner throws down his cards, then, whether the game was lost or not, as the cards now show, then the game is abandoned by B and M, but so long as M retains his hand, then under law 59 M cannot be damnified, and it cannot be supposed that M can be placed in a worse position by reason of his extra caution, under law 58, than if he threw up the cards under law 59. We are inclined to think it was not necessary to appeal to law 58 at all. In other words, M could, we think, bring the case within law 59 by throwing down his cards, but we are not aware the point has ever been raised. By both laws we decide against F and W.

H., LOO.—We should certainly decide the cards must be dealt one at a time, and in regular order. We have seen the contrary method,—but then we have seen all kinds of irregularities.

X., CORK.—Spoil Five.—You will find a set of laws in the November Number of Vol. II. of these Papers.

THATCHED HOUSE CLUB.—In dealing, the last card, instead of being turned up *on the table*, is dropped on the floor, *striking the edge of the table in its fall*. Your decision is requested, whether (the adversaries of the dealer objecting) the deal stands good, and if not, is it a *misdeal*, or merely a fresh deal by the same dealer?—*Ans.* It seems to us the deal must stand. The cards have been dealt one at a time in regular rotation in the manner prescribed by law, and the last card has come to the right place; but, by an accident, instead of dropping properly on the table face upwards, it strikes the edge of the table and falls on the ground. What harm is thereby done to anyone? It is separated from the others and there can be no mistake as to what it is. To deprive the dealer of his rights, to create an offence, is not the province of the judge, but of the law makers. Although we may reprobate such carelessness, we cannot inflict a penalty without an offence being clearly defined. It is clear that to drop any other card on the floor would not make the deal void. The clause that allows a person to drop the card face downwards, provided it does not fall on one of the packs, to our mind, points to the reason of the law makers, which is, that the turn up card must be so separated from the others that there is no chance of a mistake as to what it is. Here there can be no such mistake. It is said this would open the door to fraud. No law can prevent fraud, and although it is possible that it would be easier to change the card (first dropping it on the floor) the contingency is too remote to weigh with us in construing the law, and he would be a bungler, indeed, that endeavoured to cheat in such a manner. The offence could not be repeated without suspicion being aroused.

2. It follows that it is unnecessary to say anything on this.

3. We are obliged for your good opinion. We will do our best to deserve it.

R. A. D.—You are the second person we have met with that did not understand the rule that if you have the best of your partner's suit and you have won the first round it is your duty to return the best, no matter whether you have 3, 4 or 5 of the suit. The point must have been misunderstood by others, or Mr. Clay would not have put a note to this effect in the new edition of his treatise. Suppose you win with the Queen, and having the Ace, return a small one. Your partner has, say, Kg, 10. What is he to do? He must assume the Ace is over him, and therefore he is forced to finesse his 10 or even a 9. To put on the King would be quite useless in his eyes, and you therefore give a trick, or the chance of a trick, to your adversary. If you are stronger in the suit than your partner, so much the better; but because you are both strong you need not let the Kv or 10 win.

M.—With 10, 9 and one small card, second hand, play the 9; with 10, 9 and others, the smallest.

E. L. N.—If a card is faced there must be a fresh deal. It is not a question about which there is any option.

O., Wigan.—If a player leads, and, without waiting for his partner to play, leads again, the partner can be required to win either of the tricks, and, if he can do so, the card improperly played is an exposed card.

W.—Original Lead.—King led by my partner, which wins, followed by a small card of the same suit, of which I have left Ace, Knave only; which card should I play?—*Ans.* The Ace. If you retain the Ace you may do an irreparable injury to your partner, as he must have the Queen. You can do no good by putting on the Knave. We often see the Knave finessed in this position, but it is very bad play so to do.

L. J. E. F.—If our partner originally led a small card of a suit of which we had 7, with Ace, Queen, we certainly should not finesse the Queen. The original leader may be deceived as to the position of the Queen, but we cannot help that. The first object is to win tricks, not to lose them, for the purpose of shewing anything to your partner; and if we are playing with a good player the only chance we have of making the Ace is the first round, and even that is not a very likely occurrence. Our partner has led from 4, we have 7, there is one on the table which makes 12, and there is one other card only, which may or may not be in the fourth player's hand.

B. C. and W.—C detaches a card, which B (his opponent) believes to be the Club 9, and he calls the Club 9 to the current trick. C denies, and B asserts that the detached card was the Club 9. What is to be done? B argues that because the Club 9 is in C's hand he must play it.—*Ans.* C's statement must be taken to be true; B has but a momentary glimpse of the card detached, and his eye may be deceived. C must know what the card was, and if he asserts that the card is not the Club 9 we cannot assume he is saying that which he knows to be untrue. If B thinks C committed such a social offence as this, he can refrain from playing with C and avoid his society; but he should not hastily take up that position. Nothing is more easily deceived than the eye; anyone who has seen the three-card trick must admit this. Again, men of the lowest calibre will not assert that which an outsider may immediately disprove. We think it is necessary to assume that C told the truth. On the contrary, B's contention would lead to very dangerous results; for, in that event, C would be bound to play any card in his hand that B called, because C had detached one card; and it would not be necessary for B to have seen a card at all, because, after a very little play B would know some card that C must possess, and therefore he could call this known card instead of the detached one, which, from the nature of things, is generally an uncertain card, and the man who sees it is generally somewhat in doubt whether he has seen it or not, and the fact of this uncertainty is recognised by the law, because for calling the wrong card there is a penalty.

Ibid.—We think the above one of those cases where an outsider could be consulted with propriety; but we quite admit the outsider should not interfere until he is appealed to. No player should object to an outsider settling any question of fact if he professes to be able to do so; but, certainly, in the case above stated, B was not the man to object to such a reference. C might do so without one being surprised; but B clearly ought to be willing to take the outsider's decision.

Obituary.

WE announce, with regret, the death of Mr. William F. De la Rue, the active partner in the great Card firm of De la Rue and Co.

NOTICE.

All Books intended for review in these Papers must be sent to the Editor, Westminster Chess Club, Caledonian Hotel, Adelphi Terrace. New Patterns of Cards, new Games, or Implements of Play of general interest to our readers, must be addressed to the same place.

Applications respecting Advertisements to be made to W. W. Morgan, 232 Caledonian Road, N.

The Westminster Papers.

1st OCTOBER 1870.

POST-PRANDIAL PLAY.

WHEN I hear a man say, "I have just dined," I am always moderately disgusted; not, I assure you, from any feeling of envy, for I am quite as capable of enjoying a good dinner as most people, and am not one of those who hold with Napoleon, that one should rise from eating with an appetite, for I think it infinitely better to sit down with one. Only a faith, equal on an emergency to the removal of a whole range of mountains, in the paradox, "l'appétit vient en mangeant," could in any way reconcile me to a sentiment so completely at variance with my inclinations; for did I entertain so overwhelming a belief I might reasonably dread that a persevering attempt to allay my hunger would ultimately result in a feeling of starvation, induced by excessive gluttony. Neither is there in the remark, when considered in the light of a mere statement, anything at all either curious, startling, or offensive. But, in nine cases out of ten, "I have just dined" is nothing less than an admission of an utter inability on the part of the speaker to undertake any task involving the least exertion, either physical or mental.

"Will you take a quiet stroll with me,—the evening is pleasant and cool?" "I have just dined." Does it not appear that if the residence of such a person is in every way suitable to his habits, his home must be in a thoroughly organised pigsty? Ought we to feel surprise at meeting such a person at the Agricultural Hall, shortly before Christmas?

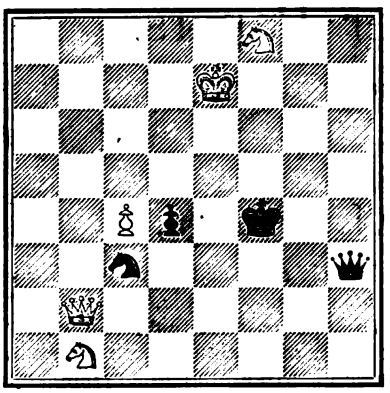
"Shall we have a game at Chess?" "I have just dined." What an admission! being interpreted, it means, "I have eaten too much; my mind is affected." Doubtless, upon all men, the effect of the great event of the twenty-four hours is invariably sedative, but upon too many it is absolutely stupifying. Not so much of this effect do I complain as of its unblushing avowal; ten times rather would I prefer that a man should make some effort to appear in his normal condition, be the attempt ever so ridiculous in its result, than that he should openly succumb to his lethargy. Such a man is my friend Z——, of the Cormorant Club, in St. James' Street; he never refuses to play after his dinner, and for his reward is always beaten. Should it be your lot ever to play with him, look to his pieces before you begin; perhaps the Queen is in the corner next the King, and the two Bishops mysteriously confabulating in the middle of the row; pray give him some assistance, or his efforts to rectify all this confusion are sure to lead to half the pieces being sent rolling on the floor. I sat down to play with him recently, and after two or three false starts the game went along smoothly enough for some time, when I suddenly made the discovery that he had no King on the board, and thought proper to mention the matter to him. My communication of this important fact caused him no little surprise, as he evidently had not noticed its absence, and I verily believe would not have done so, had I not thought it necessary for my purpose to have it replaced. After gloomily casting his eyes about the floor, he dived beneath the table, and re-appeared shortly, purple and triumphant, with the truant King. With some trouble he replaced it on the board, and I made my move. I show the position we had arrived at on the diagram appended (I.)

At this point an experienced audience, the hero of a hundred fights, who prefers looking on to playing (and I think he is right, for is it not pleasanter, especially this weather, to sit down and watch a race than to take part in it as a principal), remarked, "The King was on the next square." "True," said I; "and in that case I retract my last move, replace the King correctly, and announce mate in one move." I do not think my friend of the Cormorant relished this interference on the part of the audience, as he refused to play another game, and made some almost inaudible remarks, concluding with "mind his own business." He adjourned, grumbling, to another table, where two players were engaged, and almost immediately proceeded to demonstrate how apt men are to do that which they have but just condemned in others. "If," said he to the player of the white pieces, "you put back your last move, you can mate the black in one." This interruption was taken amicably enough, chiefly, perhaps, because the white had no plea upon which he could adopt the suggestion, and so bring the mate about, the mistake being due simply to his own carelessness, and not, as in my case, to the adversary's error in misplacing a piece. I took the position down at the time, and show it on the accompanying diagram (II.), for the amusement of such players as care for this kind of enigma.

I shall conclude my little list of enigmas with two more positions of a similar kind, which have since forced

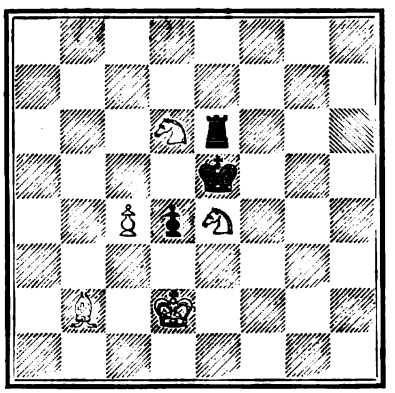
themselves upon my recollection. I do not think they occurred in actual games, and certainly not in contests of my own. I can only conclude that they had their mysterious beginning in one of those Chess dreams which I fancy occur occasionally to us all, and which are the effect of too much post-prandial play, combined with the non-observance of our wonted cenatory regulations.

No. I. BLACK.



WHITE.

No. II. BLACK.



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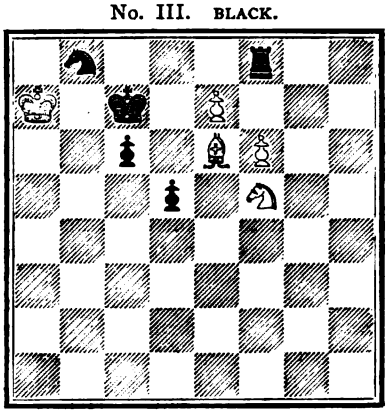
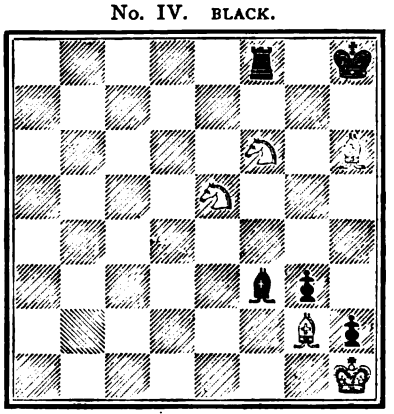
No. III. BLACK.



WHITE.

White to retract his last move and mate in one.
Black to retract his last move and mate in one.

No. IV. BLACK.



WHITE.

White to retract his last move and mate in one.

THE CHESS WORLD.

"The whisperings of our petty burgh."

We have great pleasure in announcing that *Land and Water* has started a column devoted to Chess, under the able management of the veteran Lowenthal. It is satisfactory to us, on two grounds; first, because the managers of *Land and Water* would not enter on this new venture unless they thought there was an increased interest taken in the subject of Chess, and secondly, because so competent a man as Herr Lowenthal is at its head. No man has had greater experience on the subject, or is more competent to provide good and substantial food for Chess readers. We have no doubt there is plenty of room for a good Chess column, and we think that Mr. Lowenthal is the most likely man in England to produce what is required. If the numbers already issued are a fair sample of what is to come, we have no hesitation in asserting that the *Land and Water* Column is the best extant.

The preliminary meeting of those players who intend to compete this year for the Challenge Cup will be held at the St. George's Club, on *Monday, 10th October, at 7 p.m. precisely.* Such of our readers as desire

to enter, should send their names to Mr. Medley, Purssell's, Cornhill, on or before that date. The entrance fee will be £1 1s.

Chess Players, like the rest of the world, suffer from the exigencies of this wretched war. Those distinguished Chess players, Messrs. Rosenthal and Hoffer, are driven from Paris, and are at present the guests of the Westminster Chess Club, the members of which will, we trust, profit by their presence. The same cause, we regret to say, will stop the appearance of *La Strategie.*

The St. James' Chess Club commence their Winter Season this month. Mr. Stuart has not yet sent us their programme.

We are glad to learn a new Chess Club has been started in the Railway Clearing House. We hope soon to be able to chronicle the prowess of the members. The Railway body is so numerous, and the larger number are so young, that with a very moderate amount of teaching and practice they ought to be able to produce some good players; and we have no doubt, that as soon as they feel sufficiently strong for the encounter, the St. James' and the City of London Clubs will be glad to test their capabilities. The first thing the Secretary should do is, to obtain the services of one of the leading players to attend their meetings.

Such of the Railway body as are not yet aware of the existence of the Club, and who take an interest in Chess, should communicate their names to the Secretary. Anything that will promote friendship in this important section of the community will necessarily prove an advantage to the public at large.

A sum of money has been placed in the hands of the editors of the *Chess Players' Quarterly* for the purchase of a CHAMPION CUP, to be open for competition to all Chess amateurs throughout the provinces, and entitling the person holding it to be considered the CHAMPION Chess-player of the Provinces for the time being. By request of the originators, the Rev. A. B. Skipworth now holds this cup, and he will be glad to defend it as long as he is able against all comers. The following are the conditions :—

1. That all the matches shall take place in the town or parish in which the holder of the cup resides.

2. That the competitors in all cases shall stake £3 3s, and the winner receive the money, 10s 6d being allowed to the loser for expenses when the cup does not change hands, and 10s 6d to be given to the cup fund, to meet incidental expenses and to pay off a portion of the cost of the cup.

3. That the player who first scores four games shall be considered the winner, drawn games counting nothing.

4. That the holder of the cup shall be bound to fix or accept a time of play within *fourteen days* of receiving a challenge, and to commence within *sixty days* of receiving it, or give up the cup, along with a forfeit of £1, to be paid to the cup fund.

5. During every match at least one game shall be played every day, Sundays excepted, and no adjournment of any game shall take place before the expiration of a five hours sitting, except in cases of illness.

6. That there shall be a time limit,—twenty moves to the hour.

7. If the holder of the cup at any time receives no challenge within four months from the time of his holding it, or of the termination of his last match, he shall demand £4 4s to be staked to his £3 3s, and an additional £1 1s for every other four months that shall elapse before the receipt of a challenge.

8. The games shall be played in accordance with the rules laid down in *Staunton's Chess Praxis.*

9. All disputed points to be referred to the editors of the *Quarterly*, and their decision to be final. Exception—If the editors are at any time taking part in the competition, all disputed points shall be referred to the secretary, and two other members of the club chosen by him, or of some leading metropolitan club (the St. George's Club to have the preference), and their decision to be final.

10. Any competitor failing to comply with the regulations shall be liable to the penalties of rule 4.

11. All challenges to be sent to The Editors, *Chess Players' Quarterly Chronicle*, Gazette Office, York.

12. That the winner in every match shall forward correct copies of all the games to the editors, whose sole property they shall be considered.

13. The editors reserve to themselves the right of altering and amending these regulations at any time, to meet the requirements of the chess public.

We think this in all respects a good move; it will bring out the Provincial Chess players, and exhibit their prowess. It is perhaps invidious to criticise the rules for play, where it is the liberality of the editors, or through their influence, that such a cup is forthcoming; but it might be made plainer what is to be done with the cup, and how long it is to be held ere it becomes the property of the holder. We presume the challengers will be taken in rotation, and that Irish and Scotch combatants are not prohibited from entering; but the rules are silent on this. The rule for playing the games in the town of the challenger is, we think, a capital idea.

We do not understand why, under rule nine, any question should be referred to the St. George's in preference to the Westminster. The St. George's, doubtless, was the leading club until the Westminster was formed; but now the Westminster is the strongest Chess Club it would be well to acknowledge the fact, and not to keep up the illusion that the St. George's any longer reigns King in Israel. We would also add a mild

protest against the games being other than public property. We speak, of course, in the interest of Chess, and not as journalists. The games should be made as public as possible, and this cannot happen unless they be distributed amongst all the papers. Having regard to the *Quarterly's* opponents, we can quite understand their views; but, no matter how unfair your opponents, we say, do not encounter them in a petty spirit. If the Editor of the *Field* hit us on the right cheek, we do not pretend we would turn to him our left; but if he steals our matter without acknowledgement, we can, at least, decline to do likewise. All unscrupulous persons fight at an advantage, still we should decline to hit below the belt.

Mr. Thorold, the winner of the Counties Chess Association Challenge cup, has liberally given £10 towards the purchase of another. The treasurer of the association—the Rev. A. B. Skipworth, Bilsdale, Yorkshire—will be glad to receive further contributions.

CLASSIFICATION OF PROBLEMS.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—I refer to M. Barbier's letter, published in your number for September. To assist my own judgment, I have been in the habit of classifying Chess Problems as follows :—

	Maximum.
Points in the idea, or plot of the Problem :—	
1. Originality	6 marks
2. Difficulty	5 „
3. Beauty	4 „
Points in the manipulation, or working out the idea :—	
4. Command displayed over the pieces	3 „
5. Number of pieces employed, taking 12 as an average ...	2 „
6. Natural arrangement	1 „
Maximum for a first-class Problem	21 marks

To test D'Orville's Problem by this standard, let us say :—

1. Originality,—nowhere	0 marks
2. Difficulty,—considerable, but not full standard	4 „
3. Beauty,—fair, but not full standard	3 „
4. Command over pieces,—full standard...	3 „
5. Number of men,—full standard	2 „
6. Natural arrangement,—imperfect, but say	1 „
	13 marks

It is thus a Problem of the second class. Would you rank it higher?

It appears to me to be a matter of indifference whether the most striking position occurs at the first or last move. It is more difficult to place it at the *first*, which is, in fact, the composer's *last*. If all Problems were in three moves, I should say, let the first be original, the second difficult, and the third beautiful. Thus the author would have to commence with a beautiful mate; add a difficult introductory move; and finish off with an original move, arrived at by an exhaustive analysis of the position, combined with a determination to be satisfied with nothing trite or common-place. M. D'Orville's position, when mate is given, resembles that of the Indian Problem, with some points omitted. He introduces it by the advance of a Pawn, involving the sacrifice of a Knight. This is preluded by what M. Barbier correctly describes as "cunningly" devised action of the Knights. This prelude, however, does not soar so high as originality. It shows analytical power—command over the pieces; but compare it with other well-known positions by Grimshaw, Campbell and Sgirmai (I need not give them in full; they are, no doubt, familiar to you).

In the first, a Knight moves from K 3 to Q B 2, thence places himself *en prise*, at Q R sq. In the second, a Kt from K Kt 3rd, moves to K R sq, to place himself *en prise* of two pieces at K B 2nd. In the third, a Knight moves from Q B 6th to K 5th, to allow *the other* Knight to move from Q 4th to Q B 6th.

These are also "cunningly" devised moves of the Knights. They are more,—they are original ideas. The authors have marked them for their own.

Yours truly,

E. F.

PROBLEMS.

PROBLEM No. XXI.—By WM. C. COTTON.

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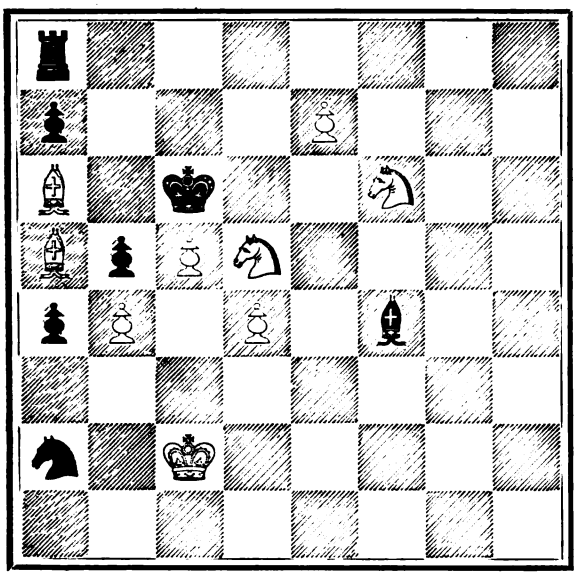

WHITE.

White to play and mate in two moves.

PROBLEM No. XXII.—By R. ORMOND.

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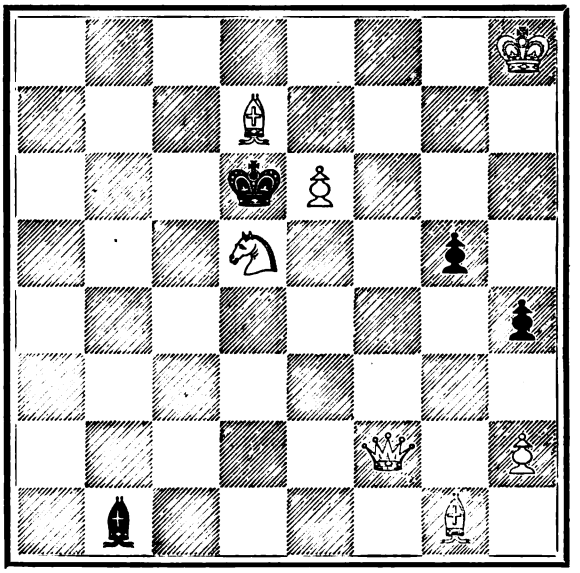

WHITE.

White to play and mate in three moves.

PROBLEM No. XXIII.—By P. T. DUFFY.

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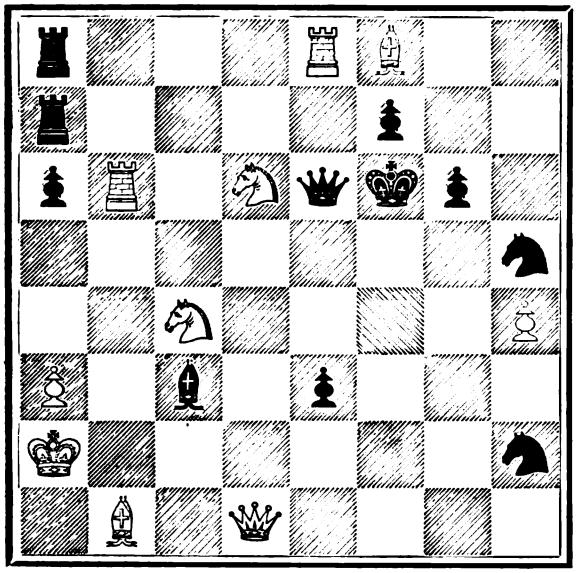


WHITE.

White to play and mate in three moves.

PROBLEM No. XXIV.—By G. E. BARBIER.

BLACK.

WHITE.

White to play and mate in five moves.

SOLUTIONS OF PROBLEMS IN THE AUGUST NUMBER.

No. XIII.

WHITE.	BLACK.
1. K takes P	1. R takes B
2. Q to Q 3 ch	2. Kt takes Q
3. B takes P mate	

No. XIV.

WHITE.	BLACK.
1. Kt to Q 8 ch	1. K to Q 3
2. P to K B 7 dis ch	2. Kt takes R
3. P takes B becoming a Kt mate	

No. XV.

WHITE.	BLACK.
1. P to Q Kt 4	1. K takes P
2. Kt takes B ch	2. K to B 5 (a)
3. Kt to Q Kt 6	And wherever Black moves he loses the Queen
	(a) 2. K takes P
3. Kt to Q B 3 ch and wins	

No. XVI.

WHITE.	BLACK.
1. R to K 7	1. K to Kt sq
2. R to K 8	2. K to B sq
3. Kt to Q 6 ch	3. K to B 3
4. P mates	

GAMES.

GAME L.—Played at the Westminster Chess Club, 14th June 1870, between Mr. BURDEN and another Amateur.

Black. AMATEUR.	White. Mr. BURDEN.	Black. AMATEUR.	White. Mr. BURDEN.
1. P to K 4	1. P to Q Kt 3	11. P takes Q	11. B to B 7 ch
2. P to K B 4	2. P to K 4	12. K to K 2 (a)	12. B to R 3 ch
3. P to Q 4	3. P takes Q P	13. K to B 3	13. Q Kt takes K P ch
4. Q takes P	4. Kt to Q B 3	14. K to B 4	14. P to Q 4
5. Q to Q sq	5. B to Q B 4	15. P to K R 3	15. Kt to Kt 3 ch
6. Kt to K B 3	6. Kt to K B 3	16. K takes Kt	16. P to K B 3
7. B to Q 3	7. Castles	17. P takes P	17. R takes P
8. P to K 5	8. Kt to K Kt 5	18. Kt to Q B 3	18. Kt to K 4 ch (b)
9. B takes P ch	9. K takes B	Resigns.	
10. Kt to Kt 5 ch	10. Q takes Kt		

(a) Kg to Q 2 would have been better.

(b) And White announced mates in 4. We can commend this dashing game to Mr. Taylor. Mr. Burden makes sufficient sacrifices to please the most fastidious.

GAME LI.—Played at the Westminster Chess Club, 25th June 1869.

Black. Mr. BODLEY.	White. Mr. MOCATTA.	Black. Mr. BODLEY.	White. Mr. MOCATTA.
1. P to K 4	1. P to K 4	11. Castles	11. B takes Kt
2. P to K B 4	2. P takes P	12. P takes B	12. Kt takes B
3. Kt to K B 3	3. P to K Kt 4	13. P takes Kt	13. Q takes Q P
4. P to K R 4	4. P to Kt 5	14. B to Q R 3 (b)	14. B to K 3 (c)
5. Kt to Kt 5	5. P to K R 3	15. R to K sq	15. K to Q 2 (d)
6. K takes K R P	6. K takes Kt	16. R to K 5 (e)	16. Q to Q B 3
7. B to Q B 4 ch	7. P to Q 4	17. P to Q 5	17. Q to Q Kt 3 ch
8. B takes P ch	8. K to K sq	18. K to R sq	18. B to K B 2
9. P to Q 4	9. Kt to K B 3 (a)	19. Q takes K Kt P ch	19. K to Q sq
10. Q Kt to Q B 3	10. B to Q Kt 5	20. B to K 7 ch	20. K to K sq
		Q mates.	

(a) P to K B 6 is the move usually adopted here. (b) Black loses no time in bringing his forces into play.

(c) We should have preferred Kt to Q B 3. (d) A very bad move, of which Black takes due advantage. (e) The *coup juste.*

GAME LII.—Played at the Westminster Chess Club September 15th 1870.

White. Mr. GOSSIP.	Black. Mr. HOFFER.	White. Mr. GOSSIP.	Black. Mr. HOFFER.
1. P to K 4	1. P to K 4	10. Q to Q 4	10. P to Q Kt 4
2. P to K B 4	2. P takes P	11. B takes K B P ch	11. K takes B
3. Kt to K B 3	3. P to K Kt 4	12. P to K 6 ch	12. K takes P (a)
4. P to K R 4	4. P to Kt 5	13. Q takes R	13. Kt to K B 3
5. Kt to K 5	5. Q Kt to Q B 3	14. Kt to Q B 3	14. Q to K 2
6. P to Q 4	6. Kt takes Kt	15. P to K 5	15. B to K Kt 2
7. P takes Kt	7. B to K R 3	16. P takes Kt	16. K takes P dis ch
8. B to Q B 4	8. P to Q B 3	Resigns.	
9. Q to Q 6	9. B to K B sq		

(a) If, instead of Kg takes P, he had played K to Kt 3, then follows P to R 5 and wins

The following Games were played at the Baden Congress :—

GAME LIII.

White. Herr Rosenthal.	Black. Mr. Blackburne.
French Opening.	
1. P to K 4	1. P to K 3
2. P to Q 4	2. P to Q 4
3. P takes P	3. P takes P
4. K Kt to B 3	4. K Kt to B 3
5. B to Q 3	5. B to Q 3
6. Castles	6. Castles
7. Q Kt to B 3	7. P to B 3
8. Kt to K 2	8. B to K Kt 5
9. Kt to Kt 3	9. K B takes Kt
10. B P takes B	10. Kt to K 5
11. P to K R 3	11. B to R 4
12. P to K Kt 4	12. B to Kt 3
13. Kt to K 5	13. Kt to Q 2
14. Kt takes B	14. R P takes Kt
15. P to Q B 3	15. Q to K 2
16. Q to K B 3	16. P to K B 4
17. B to K B 4 (a)	17. P to K Kt 4
18. B to Q B sq	18. P to B 5
19. R to K sq	19. Q R to K sq
20. R to K 2	20. Q Kt to B 3
21. B to Q 2	21. Kt takes B
22. R takes Kt	22. Q to K 6 ch
23. Q takes Q	23. R takes Q
24. R to K B sq	24. K R to K sq
25. R to B 3	25. K to B 2
26. R takes R	26. R takes R
27. K to B 2	27. P to Q Kt 4
28. B to B 2	28. K to K 3 (b)
29. R to K 2	29. Kt to K 5 ch
30. K to K sq	30. R takes R ch
31. K takes R	31. K to Q 3
32. B to Q 3	32. P to Q R 4
33. K to B 3	33. Kt to Q 7 ch
34. K to K 2	34. Kt to B 5
35. B takes Kt	35. Q P takes B
36. K to B 3	36. K to K 3
37. P to K R 4	37. K to B 3
38. K to K 4	38. P takes P
39. K takes P	39. P to K Kt 4 ch
40. K to K 3	40. K to K 2

Drawn Game.

(a) B to K 3 better.

(b) Better than Kt to K 5.

GAME LIV.

White. Herr Paulsen.	Black. Mr. Blackburne.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Kt 5	3. K Kt to K 2
4. P to B 3	4. P to Q 4
5. Kt takes P	5. P takes P
6. Q to R 4	6. Q to Q 4
7. Kt takes Kt	7. Kt takes Kt
8. P to Q B 4	8. Q to K 3
9. B takes Kt ch	9. P takes B
10. Castles	10. Q to Kt 3
11. Q to Kt 3 (a)	11. B to Q 3
12. Q to K 3	12. Castles
13. P to Q 3	13. B to K B 4
14. P to Q 4	14. Q B to K Kt 5
15. Kt to B 3	15. P to K B 4
16. P to B 3 (b)	16. P takes P
17. P to K Kt 3	17. Q R to K sq (c)
18. Q to Q 3	18. Q to R 4
19. B to Q 2	19. Q to R 6
20. R to B 2	20. B takes P
21. Q R to K B sq (d)	21. B takes P ch (e)
22. K to R sq	22. B to Kt 6 dis ch
23. K to Kt sq	23. B takes R ch
24. R takes B	24. Q to Kt 6

And White resigns.

(a) Preventing the threatened *comp* B to K R 6.

(b) This is necessary, as Black now threatens to play B to B 6 with great effect.

(c) P to B fifth looks good, but White's answer would be Q to K 4.

(d) He has nothing better to do.

(e) All this is very finely played on the part of Mr. Blackburne. If White now captures the Bishop, he loses the Queen by P to B 7 ch.

GAME LV.

White. Mr. De Vere.	Black. Mr. Blackburne.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Kt 5	3. K Kt to K 2
4. Q Kt to B 3	4. P to Q 3
5. P to Q 4	5. B to Q 2
6. B to Q B 4	6. P to K R 3
7. P to Q R 3	7. Kt to Kt 3
8. P to Q 5	8. Kt to Kt sq
9. P to K R 3	9. B to K 2
10. Kt to K 2	10. P to K B 4 (a)
11. P takes P	11. B takes P
12. Kt to Kt 3	12. Castles
13. Kt takes B	13. R takes Kt
14. B to Q 3	14. R to B 3
15. Kt to R 2	15. Kt to B 5
16. B takes Kt	16. R takes B
17. P to K Kt 3	17. R to B sq
18. Q to Kt 4	18. Kt to Q 2
19. Q to Kt 6	19. Kt to B 3
20. Kt to Kt 4	20. Q to K sq
21. Kt takes Kt ch	21. R takes Kt
22. Q to R 7 ch	22. K to B 2
23. Castles K R (b)	23. Q to Q 2
24. K to Kt 2	24. Q R to K B sq
25. Q R to K sq	25. K to K sq
26. Q takes Kt P	26. K to Q sq
27. Q to Kt 4	27. Q to K sq
28. Q to Q Kt 4	28. K to B sq
29. R to K 3 (c)	29. Q to B 2
30. P to K B 3	30. R to Kt sq
31. Q to R 5	31. K to Kt sq
32. B to R 6	32. Q to Kt 3
33. P to K Kt 4	33. Q takes B P ch
34. R to B 2	34. Q to Q B 4
35. Q takes Q	35. P takes Q
36. R to Kt 3 (d)	36. R takes B
Resigns.	

(a) Premature.

(b) Herr Kolisch prefers castling on Q's side.

(c) Weak.

(d) Overlooking that the B was left *en prise*.

GAME LVI.

White. Herr Paulsen.	Black. Herr Steinitz.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. Q Kt to B 3 (a)	3. P to K Kt 3 (b)
4. B to B 4	4. B to Kt 2
5. P to Q 3	5. P to Q 3
6. B to K Kt 5	6. Q to Q 2 (c)
7. P to Q R 3	7. P to K R 3
8. B to R 4 (d)	8. P to K Kt 4
9. B to K Kt 3	9. K Kt to K 2
10. P to K R 4	10. P to Kt 5
11. Kt to Q 2	11. P to K R 4
12. Kt to Q 5	12. Kt takes Kt
13. B takes Kt	13. Kt to K 2
14. B to Kt 3	14. P to K B 4
15. P takes P	15. Kt takes P
16. Kt to B sq	16. P to B 3
17. P to Q B 3	17. Q to Q B 2
18. Q to K 2	18. Q to Kt 3
19. Q B to R 2	19. B to Q 2
20. Castles	20. Castles
21. P to K B 3	21. Kt takes B
22. Kt takes Kt	22. P to Q 4
23. K to Kt sq	23. B to B sq
24. K to R sq	24. B to Q 3 (e)
25. Kt to B sq	25. Q R to K B sq
26. Kt to Q 2	26. R to R 3
27. P to Q B 4	27. B to K 3
28. Kt to Kt 3	28. Kt P takes B P
29. P takes B P	29. B to Q B 2
30. Kt to Q 2	30. K R to B 3
31. R to Q B sq	31. K to Kt sq
32. P takes P	32. P takes P
33. K R to Kt sq	33. B to Q 3
34. R to Kt 5	34. B to K B 2
35. Kt to Kt sq	35. Q to Q 5
36. Kt to B 3	36. P to Q R 3
37. R to Kt 7 (f)	37. B to K 3

White lost the game by time.

(a) Not so strong now as if played the second move, when White can continue the attack with P to K B 4.

(b) This seems the best reply, as Black can afterwards, at his option, play the K Kt to B 3 or K 2.

(c) Best.

(d) Weak. B to K 3 was the correct move.

(e) Threatening P to K 5. White would have gained nothing by P to B 5, as Black would have retreated Q to R 3, threatening P to K 5, and afterwards brought the Q into play by Q to R 5.

(f) Black appears to have the best game, as it would be difficult to defend the K R P and K B P. Black's two Bishops are strong, as is the attack on the King.

GAME LVII.

White. Herr Steinitz.	Black. Herr Paulsen.
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. Q Kt to B 3
3. P to K B 4	3. P takes P (a)
4. P to Q 4 (b)	4. Q to R 5 ch
5. K to K 2	5. P to Q 3
6. K Kt to B 3	6. B to K Kt 5
7. B takes P	7. Castles
8. K to K 3	8. Q to R 4
9. B to K 2	9. Q to Q R 4
10. P to Q R 3	10. B takes Kt
11. K takes B (c)	11. Q to R 4 ch
12. K to K 3	12. Q to R 5
13. P to Q Kt 4	13. P to K Kt 4
14. B to Kt 3	14. Q to R 3
15. P to Kt 5	15. Q Kt to K 2
16. K R to B sq	16. K Kt to B 3
17. K to B 2	17. Kt to Kt 3
18. K to Kt sq	18. Q to Kt 2
19. Q to Q 2	19. P to K R 3
20. P to Q R 4	20. R to Kt sq
21. P to Kt 6	21. R P takes P
22. R takes Kt (d)	22. Q takes R
23. B to Kt 4 ch	23. K to Kt sq
24. Kt to Q 5	24. Q to Kt 2
25. P to R 5	25. P to K B 4
26. Q R P takes P	26. Q B P takes P
27. Kt takes P	27. Kt to K 2 (e)
28. P takes P	28. Q to B 2
29. P to B 6	29. Kt to B 3
30. P to Q B 4 (f)	30. Kt to R 2
31. Q to R 2	31. Kt to Kt 4
32. Kt to Q 5	32. Q takes Kt
33. P takes Q	33. Kt takes P
34. Q to R 7 ch	34. K to B 2
35. R to Q B sq ch	35. Kt to B 3
36. R takes Kt	

Checkmate

(a) We consider Kt to K B 3 the best reply to White's last move.

(b) White, P to Q 4.—This move was first adopted by Mr. Steinitz against Mr. Neumann, in the tournament at Dundee. Mr. Steinitz considers this opening stronger than the Bishop's Gambit, although, at the first sight, it would seem that White ought to lose the game at once, being compelled to move the K, shutting out Q and B. Mr. Steinitz played this opening in the last tournament with great success.

(c) Best.—Had White taken with any other piece, Black would have replied with P to K Kt 4.

(d) An excellent sacrifice, and as sound as it is excellent.

(e) Had Black taken the B, mate would have followed, by—

28. R to R 8 ch	28. K moves
29. Q to B 3 ch	29. K takes Kt
30. Q to R 5 ch	30. K moves
31. P to Q 5 ch	31. K moves
32. Q takes R mate	

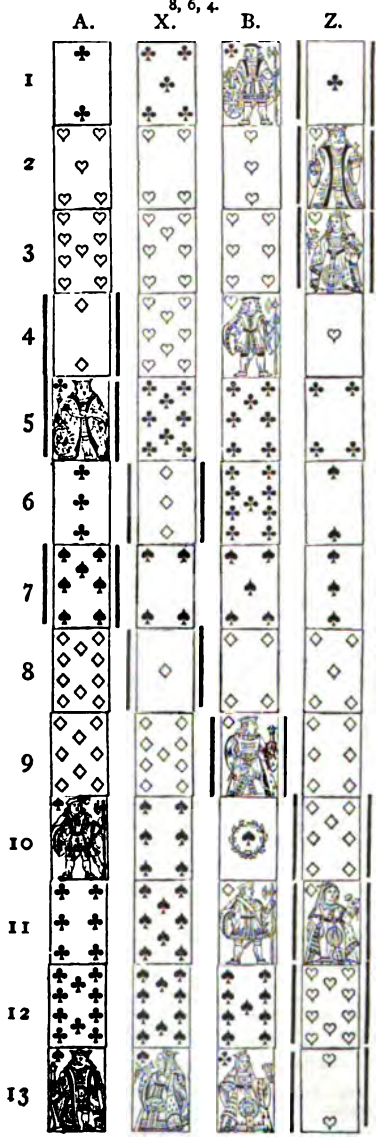
(f) Threatening to win the Queen, or force mate in two moves.

WHIST.

A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 13.

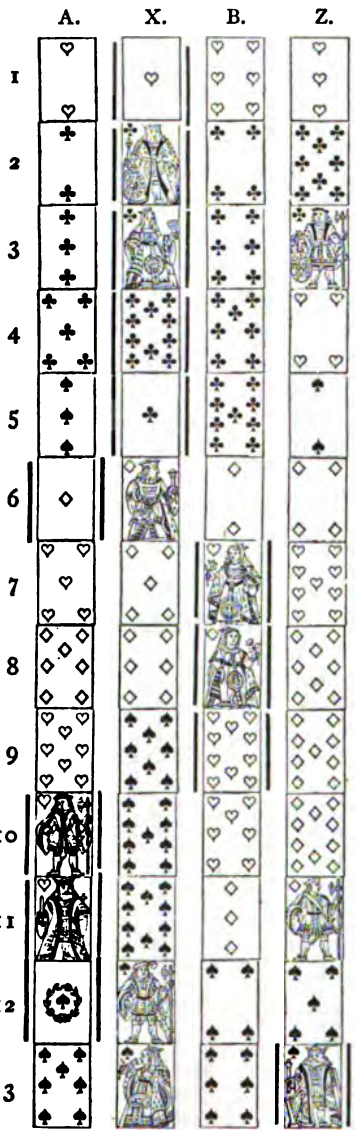
Played at the Westminster Chess Club, Sept. 8, 1870.
X—Ed. Z—Mr. F. H. Lewis.
X and Z 2; A and B love. Z turns up D 7.
X's Hand.—C 8, 5; H 8, 7, 4; D A, 9, 3; S Q, 10, 8, 6, 4.



HAND No. 14.

X's Hand—C A, Kg, Q, 10; D Kg, 6, 5; H A; S Q, Kv, 10, 9, 8.

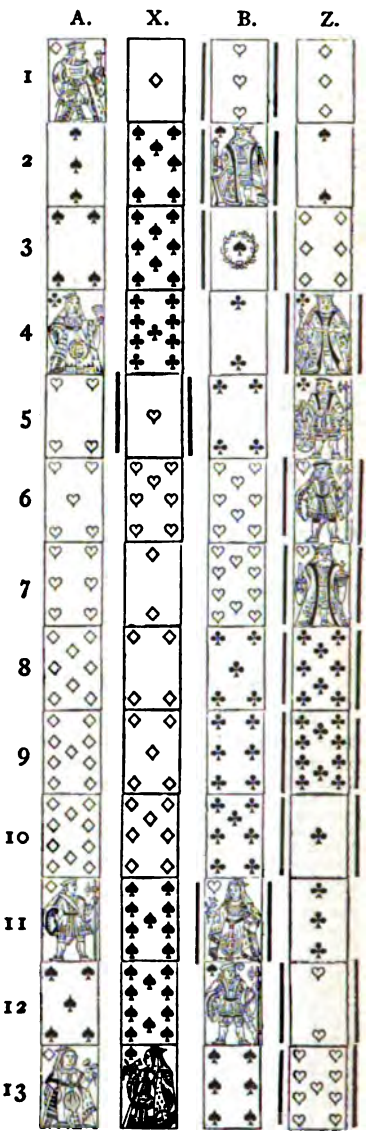
Score—4 all. Z turns up C 8.



HAND No. 15.

X's Hand—D Ace, 7, 5, 4, 2; H Ace, 7; C 9; S Q, 10, 9, 8, 7.

Score—Love all. Z turns up H Kv.



HAND No. 13.

Notes.—8. Z's hand must consist of the 2 long Hearts and 4 trumps. We should have led the Spade to force X. The trump lead was rash. X properly thinks the D 10 is a strengthening card, and he therefore determines to put on his Ace and return the lead. To lead anything but the trump next time must be a fearful force on his partner.

HAND No. 14.

Notes.—This hand is only remarkable for the rashness of X's play. This fault, however, is so very common that we cannot do much harm in pointing it out. The proper method of play was to establish the Spade suit. He might perhaps have led the C Q, and shewn his strength first, but to our thinking the Spade was the right lead. Do not rely on your partner's assistance when you have sufficient power in your own hands. 6. X plays to his partner's

discard, but Z has not exhibited any strength to justify the lead of the King. 7. A takes advantage of the adversary's blunder; Z has discarded H, and he cannot have much in it, A therefore underplays. 8. B loyally responds, and they score the game against the 4 by honours.

HAND No. 15.

NOTES.—3. Z plays properly. His fine suit of Clubs, and great power in trumps, justify his playing a strong game, particularly as he gets rid of a losing D. 4. B changes his suit, for the greater chance of giving his partner the lead. The play may be questioned; but, with the knowledge he has that the S 5 is still in his partner's hand, we incline to think he played correctly. 5. The entire interest of the hand centres in this and the succeeding trick. It is very curious that the opportunity of such daring play should occur thus early in a game. Remember X's partner not only turned up an honour, but invited the most forward play early in the hand (vide trick 3.) Z's finesse against the Q is forced, and is an example of what our great Whist authority, J.C., terms the finesse obligatory. It is all but certain to win the game, if successful; while, if the Q lies on the wrong side, there is no way to win, and but little is lost by the finesse. Observe, X is perfectly safe in the Spade suit, and he knows B must have the C A.

THE THEORY OF WHIST.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—In studying the Theory of Whist, the conclusion has been forced upon me, that the system of play at present taught and followed is founded on an erroneous estimate of chances:—that although it is sometimes right to make your original lead from your strongest suit, yet, that in the majority of cases, the balance of advantages is in favor of leading from your weakest.

There are two distinct methods of obtaining for inferior cards an advantage to which they would not otherwise be entitled. One is, to establish your long suit so as to make tricks with the small cards in it after trumps have been exhausted. The other is, by taking advantage of the position of the cards, to retain what is called the tenace over your right hand opponent. To do this, finesse must be resorted to whenever calculation or observation shews the chance to be in favor of it. The first of these methods of play only has been followed of late years, and it has developed itself into the modern elaborate system of Whist play, to the almost total exclusion of the other means, no finesse except that of A Q being considered justifiable in the first round of a suit. And yet, I think a little consideration will shew that the latter method is that on which the greater reliance ought to be placed. In the first place, it is more generally applicable. To establish a long suit requires that you, or your partner, should have command of trumps; and about this the chances are, at best, only even. But, in addition to this, you and he must have a sufficient number of cards of re-entry to exhaust trumps and clear the long suit against all the efforts of your adversaries; and lastly, you must, when all this is accomplished, be able to get the lead into the right hand,—that is, the one that holds the long cards, to enable you to make them. On the other hand, whether the cards you hold are good or bad, there are very few cases indeed in which advantage may not be gained by carrying the practice of finesse much further than custom at present permits you to do. Besides, in commencing the hand on this principle, you by no means deprive yourself of the power of using your strength for the purpose of establishing your long suit, should the course of play inform you that you possess sufficient strength to enable you so to do. What I deprecate is, the plan of commencing always in such a manner as to obtain an advantage only when you and your partner hold unusually strong cards.

The distinction between these two means of making tricks with inferior cards is not merely a theoretical one. It influences the very first card you lead. The best players on the present system lead invariably from their strongest, which they define as their longest suit. Those who determine to trust to finesse will avoid leading from their strongest suit, which would be better described as one in which you may hope to make two tricks. If, for instance, you lead from a suit headed by K Kv, and find your partner with nothing to assist you, it is not improbable that you may make no trick in the suit. If you wait until the lead comes from some other hand, it is two to one that you make two tricks without help from your partner, and scarcely any combination of the cards can prevent your making one.

In reading the maxims of the old writers on Whist, it is worthy of remark how much more value they attached to the tenace than modern writers do. Deschapelles goes so far as to say that finesse is the only thing which redeems Whist from being considered a mere game of chance. Matthews, although his views are not so extreme as those of the French master, yet speaks sufficiently strong on the subject. One paragraph of his, which appears in certain cases to favor the mode of play that I now advocate, seems to have been overlooked by even those writers who profess to hold his maxims in the highest esteem. Notwithstanding its length, I will ask you to allow me to quote it here, as it clearly enunciates the principle for which I contend.

"As I have ventured to recommend occasional deviation from what is considered as one of the most classic maxims—that is, leading from single cards without that strength in trumps hitherto judged indispensably necessary to justify it, I give the reasons that influence my opinion in favour of this practice, with those generally alleged against it, leaving the reader to determine between them. Two objections are made which it cannot be denied may and do happen. The first—that if your partner has the King of the suit guarded, and the Ace is behind it, he loses it, which would not be the case if the lead came from the adversary. The second, and most material, is—that your partner, if he wins the trick, may lead out trumps on the supposition it is your strong suit, or the

adversaries, from suspecting your intention. On the contrary, the constant and certain advantages are—the preservation of the tenace in the other two suits, which I suppose you to have, and the probable one of making your small trump, which you could not otherwise do. A has four small trumps; Ace, Queen, &c., of the second suit; King, Knave, &c., of a third; and a single card of the fourth. In these sort of hands, I am of opinion that the chance of winning by leading the single card is much greater than of losing tricks, and I appeal to those who are in the habit of attending Whist tables, whether they do not frequently see the players, who proceed more exactly according to the maxims of Hoyle, &c., after losing the game, trying to demonstrate that this ought not to have happened, and that they have been vanquished by the bad, not good play of the adversaries."

Although Matthews in this passage speaks only of the lead from a single card, his arguments apply as strongly to all cases of weak suits, and of the two dangers which he points out, that which he considers the greater would not be incurred if the custom of leading from your weakest suit were generally recognised. J. C., in one part of his valuable Treatise, recommends this mode of play in cases of extreme peril, but does not seem to have considered whether it was not possible to adopt it with advantage in less dangerous cases. Cavendish, in his extreme desire to reduce the practice of Whist to an almost mechanical routine, has taken no notice of any but strong leads in any part of his book.

In view of these considerations, I would recommend a change in the present system of play, and the following outline of the system I propose to substitute is presented for the consideration of good players. The course to be followed should be regulated by the contents of the hand. If you have five trumps, you are strong enough in general to lead them. The chances are in favor of your partner or you having at least one suit good enough to establish. Again, with four trumps to an honour, and with strong cards at the head of your long suit, you may, probably with advantage, try to establish it, exhaust trumps, and bring it in according to the present system. But should you find your hand to contain only three trumps, or if your long suit should be composed of small cards, it will be better to choose another lead. Should you have a five suit, headed by the ace, and the rest small cards, lead your ace and then a little one, for this is a strong suit in the modern sense, but not strong in my sense, and therefore such a lead combines the advantages of both systems. In the absence of such suit, avoid leading from any other honour and small cards, for you are more likely to make a trick in the suit by remaining quiet, always supposing your partner unable to assist you. In these cases, which are of very frequent occurence, lead from your weakest suit, and, of course, lead the best card in it. All you require from your partner is that he shall recognise your weak lead for what it is. That, in consequence, he shall finesse with depth and discretion; that he shall on no account return your lead; and that on being led through, he shall play to protect the suit, as if he had discovered your weakness in any other way. By beginning the game in this way, you still reserve the power of changing your tactics, and playing to establish your long suit, if you find a chance of doing so in the course of play.

It may be as well here to caution any one against attempting to play on this system before he has let it be known in the Whist circle he frequents that such is his intention. Otherwise, he will find that none but exceptionally good players will recognise his weak leads, and his original lead will be returned to his great grief.

I hope the young player will not be deceived, by anything herein contained, into believing that a verbal adhesion to this system, relieves him from the necessity of studying the leads and inferences at present recognised. It is not my object to abolish, but only to supplement, the present method, and I do not attempt to conceal the possibly discouraging fact, that to play well on the system I now recommend requires greater knowledge, attention, observation, judgment, and practice, than to play on the present system. Although this may, by some, be considered an objection to it, I believe that most good players will think any extra labour well repaid, that enables them to make a better score, and renders success more dependent upon skill.

And now, Dear Sir, I throw myself upon your mercy. If you consider me guilty of unpardonable presumption in questioning the conclusions of the best modern players, I may, at least, hope that you will point out the arguments which cause you to adhere to your present opinion. One fact, also, I should be glad if you would explain to me. How is it, that in examining as many of the recorded games as are within my reach, I find that, in the majority of cases, either pair of partners would have obtained a better result by following the system here indicated, than by playing as they did according to the instructions of J. C., Cavendish, and the *Westminster Papers?*

I remain, Dear Sir,

Your obedient Servant,

MAJOR TENACE.

DOUBLE DUMMY PROBLEMS.

No. XI.—By F. H. LEWIS.

A's HAND—S Q 4; C Kg; D 5, 4, 3, 2; H 4.
X's HAND—S Kg, 3; H 10, 9, 5; D 9, 8, 7.
B's HAND—S A, Kv, 10; H Q, Kv, 2; C Q, 10.
Z's HAND—S 9, 6, 5; H 8, 7, 6; C 9, 8.

Spades trumps. A to lead, and A and B to win all the 8 tricks.

THE LAWS OF CROQUET.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I send you a commentary on the existing rules of Croquet, together with my view as to changes required, and my reasons for the alterations suggested. These will be made the subject of a series of resolutions which I shall bring forward at the Conference. Having acted as general referee on nine occasions this summer, in open tournaments and large prize meetings of clubs, I have had good opportunity of observing what the deficiencies are in the present code; and the commentary I send you is drawn up from notes carefully collected on those occasions. I am, Sir, yours obediently,

WALTER JONES WHITMORE.

COMMENTARIES ON THE LAWS OF CROQUET.

IN all the earlier Laws of Croquet the size of grounds, the span and setting of the hoops, and the color of the balls, were to some extent arbitrarily settled. The Conference of the 19th January 1870 determined that these were questions better left open; certainly for the present. The sensibleness of this decision was clearly seen from the attempt made by one of the committees to go back to the original coloring for the balls. No reason, that I know of, was ever given for this retrograde movement. I call it retrograde because the striped balls have, since they were first adopted, come steadily into fashion; and I understand that the sale is almost 6 to 1 of the striped sets as against the self-colored sets, and there is, undoubtedly, a slight but distinct advantage in sets distinguished in this manner. The setting of the hoops is another question which it is advisable not to decide in a hurry. There are, at present, three principal forms of setting: the old ten-hoop, or Highgate setting, which makes an easy game for beginners; and the settings of the National and All England Clubs. The former setting was introduced by myself, in order to obviate certain objections which the All England setting possesses; and it has been adopted, I think, everywhere where a trial has been given to it. If any one is to be generally adopted through the country it would be better that the present distinctive titles should be given up, and the name in future be the seven or eight inch central setting.

Again, with respect to grounds: Some clubs are in favor of the 40 by 30 yards size. There are, on the contrary, many good players who think that so large a size does not make so good a game as a smaller one; and who are also of opinion that this size is objectionable, owing to the difficulties of its general adoption. 30 by 40 yards is nearly a quarter of an acre, and that is more than the generality of people can spare for Croquet. Clearly there must be a disadvantage in fixing the standard of grounds so large that people in the country can only occasionally find the full size to play on.

Certainly the span of hoops is a matter left entirely open. The size must follow play; a seven inch hoop makes a stupid game for good players, from being too easy. The five inch hoop makes a stupid game for bad players, because they take half the day to conclude a game. I am of opinion therefore, that all these questions are better still left as "Suggestions and Recommendations."

"1. There shall be no restriction as to the number, weight, size, shape, or material of the mallets used in a game; nor as to the attitude or position of the striker."

I think the rule would be better altered back to the wording of the original draft, as follows:

"1. There shall be no restriction as to the weight, size, shape, or material of the mallets, if approved by the referee; nor as to the manner in which they shall be held; nor as to the attitude or position of the striker; but it shall not be permitted to change a mallet more than once in a game, except by permission of the other side, unless broken or injured."

In the first place, this would make unnecessary the somewhat absurd restrictions (5.*g*). Who wants to hold a mallet within 12 inches of the head? And what possible advantage could there be in doing so? And if any player thought there was an advantage, why should he be deprived of it?

Then as to the number of mallets: It is to be observed that there is no restriction as to material, and very properly, for some composite may any day be found to supersede boxwood. Now, let us suppose that a ball lies close against a wire, at the distance of a foot from another ball; a line drawn through the centre of both balls would pass through the wire. It is impossible for the wired ball, if struck by an ordinary mallet, to hit the other. A mallet with a very sharp point will make the stroke easily. The most effective instrument to use is a small iron bar, by which the stroke can be easily made; but the ball will be considerably damaged. The main objection is, that the running backwards and forwards to change mallets when convenient, is very tiresome to the spectators; nor is there any reason why the bad play which wired the ball should be protected by the possibility of unlimited change of instruments.

"2. The players shall toss for choice of lead and of balls: and in a succession of games shall take the lead alternately, and keep the same balls."

Many players fancy that if they win the toss and wish to lead off, they *must* take balls 1 and 3, or blue

and black. The rule however appears to be explicit, and does not, I think, require any change. A player who prefers the light balls and wishes to begin, can lead off with either 2 or 4, and will be followed by either 3 or 1.

"3. In commencing, each ball shall be placed at one foot from the first hoop in a direct line between the starting-peg and the centre of the first hoop, and a ball having been struck is at once in play, and can croquet another or be croqueted, whether it shall have made the first hoop or not."

"4. A stroke is considered to have been taken if a ball is moved perceptibly; but should the player have struck it accidentally, and the umpire be satisfied that the stroke was accidental, the ball is replaced and the stroke taken again."

It sometimes happens that in taking aim, a player will move his ball without intending to do so. Perhaps the rule would be clearer if the words "in taking aim" were inserted after the word "if." Going, however, as much as possible on the principle *quieta non movere*, the rule had better perhaps be left in its original form.

"5. If a player makes a foul stroke he loses his turn and all points made by such stroke, and the balls moved by such stroke shall remain where they lie, or be replaced by the umpire at the option of the adversary. The following are considered foul strokes:

(*a*) To strike with the mallet another ball instead of or besides one's own in making the stroke.

(*b*) To spoon—that is to push a ball without an audible knock.

(*c*) To strike a ball twice in the same stroke.

(*d*) *To stop or divert the course of a ball with the foot in taking croquet.*

(*e*) *To allow a ball to touch the mallet in rebounding from the turning peg.*

(*f*) To fail to move both balls in taking croquet.

(*g*) *To hold the mallet within 12 inches of the head.*

(*h*) To move a ball which lies against a peg or wire by striking the peg or wire."

First, I should propose to cut out (*d*), (*e*) and (*g*). What is the use of overloading rules with frivolous and unnecessary restrictions? I understand it to be a general law in games, that penalties shall not be inflicted for mere blunders from which no advantage is drawn. Under what circumstances could any advantage be gained by stopping a ball with one's foot, actual tight Croquet having been abolished? Or if there is any slight fanciful advantage, it is one, I think, that no good player would try for, because any average player can take a stroke off without materially altering the position of the croqueted ball. The same with (*e*); it is a blunder and awkwardness from which no advantage can result. The same also with (*g*). The awkwardness or blunder in each case brings its own sufficient punishment with it; to visit it with such a heavy penalty as the loss of the turn, which in many cases means the loss of the game, is only to keep up a mass of restrictions without sufficing reasons.

The following rule requires to be added to foul strokes:—

To croquet a ball which a player is not entitled to croquet, when the mistake is discovered before a second stroke.

"6. A ball has made its hoop when, having passed through from the playing side and ceased to roll, it cannot be touched by a straight edge placed across the wires on the side from which it was played."

In many of the old sets of rules there was added "in one or more strokes." I have never found that the present rule is misunderstood, and this, after all, is the best test of the validity of a law.

"7. A player who hits a ball must take croquet—that is, must strike his own ball while in contact with the other, so as perceptibly to stir both. In doing this he is not allowed to place his foot on his ball. A player, when his turn comes round, may hit and croquet each ball in succession, and can do this again after each point made, but between the points can only take croquet once off each ball."

On one occasion this question was brought before me as referee. A player had one of his balls close by a wire. The adversary, in taking croquet off it, did not stir it. It was contended that the ball must be stirred. The player said that he had not intended or tried to stir it; that all he had to do was to place the two in contact, and that if he failed to stir the wired ball there was a separate penalty. Undoubtedly, according to the present wording of 7, stirring both balls is obligatory, though from the existence of the penalty it may be implied that it is not so. To frame the rule so that there can be no possibility of mistake, I should propose the alteration as follows:—

Instead of the words—

"So as perceptibly to stir both." Adopt—"And unless he perceptibly stirs both, his turn is lost."

"A ball which hits another is in hand, and the player can score no point till he has taken croquet. After hitting another a ball may be stopped by any player; but should it in rolling displace any of the other balls, such balls must remain where they are driven; but, as the ball was then in hand, no hit can be counted off them.

Add—

"Nor can any point be counted to a displaced ball, resulting from a hit by a ball in hand."

"9. When a player in his stroke hits two balls simultaneously, he may choose from which of them he will take croquet, and a second hit will be required before he can take it off the other ball."

"10. When, at the commencement of a turn, two balls are found touching, croquet must be taken at once, without repeating the hit."

"11. A player continues to play so long as he makes a point or hits a croquetable ball. A point consists in making a hoop or hitting the turning-peg in order."

Many players are in favor of restoring the word "roquet." I confess I do not see the necessity. I do not think the loss of the word has ever been felt; and, allowing that it was of some slight use, I do not think that use of sufficient importance as to justify the Conference in re-disturbing so many rules as would have to be altered by its disinterment.

"12. Should a ball in making its hoop strike another that lies entirely beyond the hoop and then pass through it, the hoop and the hit both count; but should any part of the ball that is hit have been lying beneath the hoop, the croquet must be taken, but the hoop does not count."

To this should be added, after the words "both count"—

"Should it however only pass partially through, the hit only will count, and the hoop cannot be made until the ball shall have come into full position."

"13. A rover which strikes or is driven by another ball against the winning-peg, is out of the game, and must be removed from the ground."

I remain as much in favor as ever of the rule that only rovers can peg out a rover, for the reason that if by one single shot a player hits a rover and pegs him out, and the friendly ball has one hoop to make, the game is almost to a certainty won by the striker; though up to that point he may have displayed no skill whatever. I shall not, however, move for an alteration of the rule myself, but shall support the Calcutta rule if brought forward.

"14. A player who pegs out a rover by a first hit loses the remainder of his turn."

I should propose that this rule be cut out as utterly illogical, and worse than useless. It is moreover directly opposed to rule 11. When a ball in play hits another it is entitled to another stroke; and where the struck ball is sent by the hit is an after accident for which he ought not to be made answerable. His title to another stroke is prior to the accident of the ball being put out of the game. I should propose in place of 14 the substitution of the rule in the original draft—

"15. A player who pegs out a rover by a hit cannot take croquet from it, as the ball is out of the game, but he is entitled to another stroke."

"15. Should a player play out of his turn, or with the wrong ball, and this be discovered by his antagonist before a second stroke in error has been made, the turn is lost, and all points made after the mistake, and the balls shall remain as they lay at the time the mistake was discovered, or be replaced to the satisfaction of the umpire. But if he has made a second stroke before the error is discovered, he continues his break, and the next player follows with the ball that is next in rotation to the one with which he has played, and is liable to lose his turn, and all points made thereby, if he plays with that which would have been the right ball if no mistake had been made."

After the words "satisfaction of the umpire," insert the words—

"And the ball goes on which comes next to the one whose turn has been lost."

Also, to make the rule perfectly clear, the words "at the option of the player" should be inserted after the words "the balls shall."

"16. Should a player make a wrong point, or croquet a ball that he is not entitled to croquet, and the mistake be discovered before he has made a second stroke, he loses his turn, and any point so made in error; but if he has made a second stroke before the discovery, he shall be allowed to continue his break."

I should propose to substitute for the words "continue his break," "continue his turn, but resuming his game as it stood at the commencement of the turn."

"17. In order to prevent the occurence of the errors noticed in the above rules (Nos. 15 and 16), a player is bound, upon being appealed to, to declare what is his next point in order, and is entitled to demand of his antagonist what he has played last, and to insist upon his clips being properly placed."

"18. When clips are used they shall be moved by the umpire, or with his cognisance, at the end of each turn, and their position shall be conclusive as to the position of the balls in the game."

Clips are often forgotten to be moved immediately on the close of a break; but I have never met any one who insisted that the points made in a break should be lost on this account. I think, however, that the law had better be made quite clear, and a little more time allowed to cover a mistake. For this purpose I should propose to alter the rule as follows:—

"18. When clips are used they should be moved by the umpire, or with his cognizance, at the end of each turn; but not before. Should the umpire or player forget to move the clip, or move it to the wrong hoop, the mistake may be rectified any time before the succeeding turn has come to an end; but after this the position of the clip shall be conclusive as to the position of the balls in the game."

"19. Should a ball in play be accidentally stopped or diverted from its course by the umpire, he places it where he considers that it would have rolled to. Should it be stopped or diverted by the player, it will rest with the side opposed to that player to say whether the ball shall remain where it stopped, or be placed by the umpire, or the stroke be taken again."

Unless it should be thought advisable to insert the word "touched" after "stopped," I do not see

that this rule requires any alteration. The rule as it stands leaves it open to dispute that though a ball was "touched," it was neither "stopped" or "diverted" from its course.

"20. If a ball go off the ground, or be lying within 3 feet of the boundary, and is not the playing ball, it must at once be brought in 3 feet from the boundary, and at right angles to it. If it be the playing ball, and go off the ground, it must at once be brought in 3 feet in the same manner; but should it have stopped within 3 feet of the boundary, it may at the option of the player be brought in the full distance, or be played from where it lies."

After the words "angles to it" should be added the words, "if it should go off the ground within three feet of a corner, it should be brought in 3 feet from both sides of the boundary."

Some players are of opinion that a ball croqued by the playing ball should be also left where sent to, until the turn of the playing ball is completed; I consider, myself, the rule works well as it is.

"21. If any part of the ground has a raised boundary, a ball which touches the boundary shall be deemed to have gone off the ground: and if it is found that the height of the boundary interferes with the stroke, the player may, at the umpire's discretion, agree to bring in the balls a longer distance than 3 feet, so as to allow a free swing of the mallet."

I should propose to alter the law as follows:—

"21. Where a ground has a raised boundary, and a ball struck against the boundary comes on to the ground again, such ball shall remain where it lies; but no hit can be counted off the rebound,"—

With the rest of the rule as it stands.

"22. Should a player, in trying to make his hoop, knock a wire out of the ground with his ball or mallet, the stroke shall be taken again."

I could never see why another stroke should be allowed, and I opposed the rule in the original draft. I should propose, as an amendment, after the word mallet, "the turn shall be lost, and the hoop cannot be counted, the ball remaining where it lies after the stroke."

"23. Any player may set upright a peg or hoop except the one next in order; and that, however loose, awry, or slanting it may be, must not be altered except by the umpire."

"24. No ball may be moved because of its lying in a hole or on bad ground, except by the umpire or with his permission."

Add—

"If it is altered, it must be placed in a direct line away from the ball it is about to strike, or the centre of the hoop it is about to make."

"25. Where there is no umpire present, permission to move a ball, or set up a hoop or peg, or other indulgence for which an umpire would have been appealed to, must be asked of the other side."

"26. The decision of the umpire shall in all cases be final. His duties are:

(*a*) To move the clips, or see that they are properly moved.
(*b*) To decide on the application of the Laws.
(*c*) To satisfy any player as to the point that is next to be made, or the right ball to play.
(*d*) To keep the score."

I should propose to alter as follows:—

"The decision of the umpire shall be final. The umpire shall be at liberty to appeal to any bystander as to a matter of fact about which he is not certain; but he shall not form any decision on an appeal to either of the players. He should inform any player as to any mistake he is about to make in playing with the wrong ball, playing out of turn, or making a wrong point."

His other duties are:—

(*a*) To declare when a foul stroke has been made.
(*b*) To decide on the application of the Laws.
(*c*) To satisfy any player as to the point that is next to be made, or the right ball to play.

I have omitted the rule (*d*) "to keep the score." I do not see how an umpire can be expected to watch all the many nice points on which he has to decide, if he is called upon to keep the score. I think also that the rule in this, as in the question of foul strokes, should be taken from cricket. An umpire does not keep the score at cricket, and he does decide as to "no balls." It is true he does not decide as to catches, "leg before," &c. before appealed to, but that is because players can judge for themselves. In the majority of cases the umpire can more easily see when foul strokes are made, than the player. The following law as to umpires should, I think, be added:—

"27. When a player appeals to the umpire or the other player, as to a stroke he is about to make, and the umpire or other player by mistake mislead him, the stroke shall be taken again."

With respect to the Dead Boundary I have already expressed my opinions. There happens to be in the "open" game a particular easy stroke, as indeed there are many. It is proposed to deal with this particular easy stroke, and make it very hard and perilous, and to inflict a heavy penalty if it is not done in a certain way. There is no sort of argument in favour of this new law, or rather new principle, in the fact that with such and such a size of hoop the game is too easy, but this can easily be met by narrowing the span. In the narrow hoops, and with the 7 or 8 inch setting, it is necessary to know how to manage 3 or 4 balls when you get them into play, and without this knowledge a player is nowhere. But with the Dead Boundary a bad player, by which I mean a player who has merely skill of hand and not of head, stands a chance of the game

without any acquaintance with the combinations which now form the essential beauty of the game. I repeat, therefore, that to do away with Croquet and to introduce the Dead Boundary game in its place would be an error of the greatest magnitude. Those who have up to this time appeared as advocates for the new system seem simply to regard the effect of the law with respect to the one particular stroke; not with respect to the game considered as a whole. I am as strongly as ever of opinion that the law introduces a slight advantage into one part of the game, while it essentially damages Croquet in a general sense. Thus a little good is gained at a great cost.

I should, therefore, propose that the restriction laws should be added at the end of the Rules as follows:—

The Game of the Dead Boundary:

"If, in taking Croquet, either of the balls shall pass the boundary line, the player shall be allowed one stroke further, and after it his turn shall end."

In retaining the Dead Boundary as an especial game in contradistinction to the Open game, it is certain to receive perfect justice. The best game will come to be the one most commonly played, and the law, if really a good one (a question at present stoutly disputed, and very strenuously denied by many good players) must, by mere force of the merit which it has supposed to have, become the fixed law of the game. That is, at present, by no means so satisfactorily proved as to justify the abolition of the open game altogether.

THE *FIELD* ON GAMES.

To the Editor of the WESTMINSTER PAPERS.

SIR,—It is a matter of congratulation that an impartial paper has at length been started for games. The *Field*, the most one-sided, as well as the most quarrelsome paper going, has hitherto had a monopoly of the subject, to the great detriment of games in general. Not only have bad laws been introduced, but a low tone has been given to such games as Whist, Croquet, and even Chess. I am myself a great lover of Chess and Whist, and well acquainted with those games, but do not wish to set up as an authority on Croquet; but the manner in which the *Field* has treated the latter game is notorious, and gives the best illustration of the manner and customs of the *Field*. Of course, directly the subject was taken up by your contemporary, the consequence was—a row. Violent altercations, virulent abuse, mis-statements, and a most vulgar phraseology were the natural elements of the game so soon as the *Field* was kind enough to patronise it. But what is, perhaps, a more deplorable result is, that the paper having taken a leading part in a quarrel of its own raising, continues it, and decides, or affects to decide, questions, not on their merits, but according to the bearing they have on the quarrel. This has been very clearly pointed out in two letters, signed by the initials F. C. G. and P. S., on the 17th and 24th inst. The All-England Club, with which the paper is mixed up, adopts a new system called the Dead Boundary. It consequently becomes a matter of prestige to the *Field* to support it too. The replies of the Editor to the charge by F. C. G. and P. S. are lame in the extreme; and the extraordinary animus displayed in some of the letters against the opponents of the system affords additional evidence that the *Field* takes the thing up simply as a party question. As for "Cavendish," who represents the paper, he is simply rabid. He somewhat ludicrously describes himself as "a person of limited capacity;" of course, he is more able to speak on such a delicate question than anybody else, and it would be unpolite in me to contradict his assertion. After all, it matters little; and I confess I am somewhat of the melancholy Jaques's opinion,—*a person of this description* "is meat and drink to me." Be this how it may, Cavendish vehemently upholds the Dead Boundary, though he unhappily mistakes assertions for argument, and the remarks of an acrid disposition for wit. I notice that though his last letter purports to be an answer to one contained in your paper, the *Westminster Papers* are not named. "Cavendish" (whom I, "Latakia," take to be a coarse article) is evidently very wrath with the clever writer, "Vigorn," whom he designates as "one Vigorn." He says he cannot allow him to be a good player till he drops his *soubriquet*, and writes under his own name. This is amusing considering that "Cavendish" also writes under a *soubriquet*. The retort would naturally be, "Who is 'Cavendish?' and can he play Croquet?" It is easy to test this weight of argument coming from Smith, Jones, Brown or Robinson; but if Smith and Jones hide themselves under a false name, how can we say if their opinion is worth having?

Cavendish is followed by (to adopt his own expression) one *generis novi*, who adduces, in favor of the Dead Boundary, the fact that Mr. Riky, on a first rate ground, but one of small size, and with six inch hoops, made larger breaks than Messrs. Law, Peel, and Whitmore, on an unusually large ground, in very bad order, with six inch hoops. The rest of the letter of *generis novi* is occupied by some bouncing assertions, and hearty abuse of Mr. Whitmore, who really seems to be the bugbear of the *Field* newspaper. Next follows H. R. W., who is bored with this subject of the Dead Boundary, and it must not be continued any longer. The question is of the utmost importance to the game, I presume; but, of course, if H. R. W. is bored, it must be dropped immediately. But the principal and evident fact is that the Dead Boundary is not discussed at all on its merits, but merely asserted to be good, and all who oppose it deserve and gain the abúse of the *Field*.

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Obituary.

HENRY SELFE SELFE.

DEATH has once more been busy amongst our ranks. Mr. Selfe was one we could ill afford to lose. Born at Bristol, 15th November 1810; educated at Glasgow University (where he and the Archbishop of Canterbury became friends—a friendship continued through life, and cemented by their marrying sisters); called to the Bar 6th June 1834—a year memorable for all gouty subjects—he joined the Oxford Circuit, and steadily made his way. He subsequently obtained a fair share of practice at the Parliamentary Bar. He was appointed Recorder of Newbury in February 1842, a Metropolitan Police Magistrate by Lord Cranworth in 1856, and transferred from the Thames to the Westminster Police Court in 1863. He married, 28th August 1840, Anna Maria, eldest daughter of the Rev. William Spooner, Vicar of Clindon and Archdeacon of Coventry. Died 6th September, aged 59 years, of his old enemy—gout—to which he had been a martyr for years. He leaves a widow and seven children; one son at the Common Law Bar, another at the Chancery, and a third in the Royal Artillery.

Few men were more cordial with, or more ready to assist his brother magistrates, and many a supposed holiday was employed by him in sitting for a sick brother, or for one who had taken extra leave. About four years ago he obtained leave of absence, and travelled, in the company of Lord Lyttelton, to New Zealand, partly on business, partly in the hope that a long trip would prolong his life, and partly for the pleasure it gave him to visit a portion of his family there settled. During this time the London magistrates filled his place at the Westminster Police Court.

Mr. Selfe was one of a race fast dying out; one of the good old boys of the good old school, who possessed the life, fun and vigour of youth. Without any very commanding ability, he had a sufficiently clear head and an evenly-balanced mind. Few thought Mr. Selfe a good Whist player, a good Chess player, or a very good Lawyer, but in the games of life we wish for no more cheery companion, and no more just judge. He never struck at high game, and never pretended to be more than he was. We sum up his qualities in the common-place and often unmeaning phrase—Common Sense. He was energetic, enthusiastic, and therefore occasionally hot in the work he undertook; but the work was done, and well done, and not the less so because of the fire that at times seemed to kindle within him. On the Bench he detested all technicalities, as in life he hated all shams. On the Bench he seemed imprudent, because of his impatience of forms and ceremonies, raised so often for the purpose only of concealing truth and baffling justice. He was an enemy to all kinds of trickery, and his especial abhorrence was that species of the man-beast—the money-lender, the half broker and sham attorney, who trade by lending small sums and charging fifty or one hundred per cent., not in an open and straightforward way, but by means of bills of sale, inventories and fines. Enemy again to those swindles, the burial societies, friendly societies, sick societies, and *hoc genus omne*, who receive payments whilst the customers are strong and well, and waste the money received, not in providing for the relief of the sick and for the burial of the dead, but for the pay of secretaries, and the expense of committees in the neighbouring pot-houses. These cases, brought before Mr. Selfe, acted as the red flag does to the raging bull. He struck out right and left in his earnestness and zeal, and these men became, in his eyes, "swindlers," "thieves" and the "greatest scoundrels" in Westminster; indeed, his vituperations were at times so vehement, that, in the opinion of some, they scarcely became his position as a minister of justice. The class thus attacked occasionally turned again, and brought Mr. Selfe before the Court of Queen's Bench, but never with success. No man strove more earnestly to do what was right; and few succeeded better in doing substantial justice. The same characteristics marked him in private life. A hot word from his tongue occasionally caused a disturbance, but the object of the hot word nine times out of ten was to stop a wrangle. If he were wrong (and sometimes he was wrong), no one more readily acknowledged his error or asked forgiveness with a better grace, and no man was ever more grateful than he to any one who made up a quarrel. The last letter which the writer received from Mr. Selfe contained the words, "Blessed are the peace makers," and with him this was no cant use of a scriptural phrase. As treasurer of the Westminster Chess Club (a position he resigned but two short months ago, in consequence of ill health), he was general referee and umpire, and he filled this position not only amongst ourselves, but a large circle of acquaintances. No one ever undertook this onerous task with more readiness; and but few failed to acknowledge the righteousness of his judgments. The last game at Chess he played in public was in the handicap tournament, in which he defeated Mr. Blackburne, receiving the odds of pawn and move,—no mean performance; and the last game he played at Whist was Hand No. 12, in our last number. Mr. Selfe was B, and the writer Z. Any one playing over this game, can see the characteristics of the man as well marked as in the longest autobiography that was ever written. Impulsive, but playing always with an object, and with an earnestness in the work, which we look for in vain in the performances of better players. In private life he was the friend of his family—not simply its head, but the best friend of all;—ever mindful of their wishes, and striving to anticipate their wants and promote their welfare. We fear we shall "ne'er look upon his like again."

DRAMATIC NOTES.

THE present disastrous war, which has been made accountable for many strange things, and which has closed all the theatres in Paris, cannot be held responsible for the unprecedented dullness of the summer theatrical season in London, for the dullness set in before the war commenced. Either, then, something has gone wrong with the Gulf-stream, and our summers are waxing hotter, or else London playgoers are getting less tolerant of indoor amusements during the warmer months. Be the cause what it may, we never recollect so many theatres closed. Even the Adelphi has been shut up, and Mr. Webster, with his youthful band of players, has been carrying civilisation (of the Adelphi form) into the benighted provinces. It is true that one or two theatres have been opened with "scratch" companies, but nobody has visited them, with the exception of those devoted few, who will go anywhere, from the Alhambra to Adams' Orrery,--if that entertainment is still in existence,—for the consideration of being admitted gratis. A more tangible reason for the prevailing deadness than any we have mentioned, may probably be found in the growing custom of forming London companies to travel through the country. In former times the principal country towns were visited by a few actors, calling themselves "stars," who would act Hamlet with more or less of satisfaction to themselves and their audience, and then return to London and to the more humble and suitable parts of Osric or Horatio. But now this is changed, and the provinces are regularly travelled by numerous and well-organised bands, who take their own plays with them. The first to carry on this system with success (we are speaking of the drama merely, for strolling opera troupes are of an older date) was Mr. Younge. This gentleman left London some three or four years ago, with a small company, carrying with him the exclusive right of performing those of Mr. Robertson's plays that have been produced at the Prince of Wales' theatre. His success, which has been unintermitted, has stimulated others to do likewise, for theatrical managers are nothing if not imitative, and the result is that the country swarms with London companies. Mr. Buckstone takes the Haymarket establishment every year; there are "London Comedy Companies," "Burlesque Companies," and, stranger still, no less than two "Frou Frou" Companies set out this summer to make the provinces acquainted with the last Gallic achievement. Mr. Sothern and Mr. Toole, the most successful actors of the day from a pecuniary point of view, invariably take their own satellites, and as everything is "registered," the country managers have the game taken out of their hands, and are forced to accede to their visitors' terms.

But let us quit vain repinings and questionings as to the past, and turn to the present time. Of all months in the year, September is the one most pleasant to playgoers and dramatic authors, for it is the month of theatres re-opened and new pieces produced. The present season shows no lack of novelties. The Olympic, the Princess's, the Lyceum, the Strand, the New Royalty, the Queen's, and Drury Lane, are all in the field with new plays, whilst the Globe, the Holborn, the Charing Cross, the Haymarket, and the Adelphi, will follow shortly. The Lyceum has not been opened with French *opera bouffe*, which was so loudly proclaimed to be a success, and a fixed institution last spring; so we must suppose that the experiment was a failure. This is, perhaps, a pity, at a time when London is filled with Frenchmen strolling about in a melancholy fashion, for want of some amusement, and, let us hope, with some consciousness upon them, of having deserted their country in her hour of peril, and who might have been stirred by Offenbachian strains into a kind of patriotism. At the Adelphi we are to have "a new company and a new act-drop." We do not know to which of the two the more importance is attached; but we await the production of both with much anxiety.

The first theatre to open the winter campaign was the Olympic, with a new play, entitled *Handsome is that Handsome does*, written by Mr. Tom Taylor. We have so frequently pointed out the sins of Mr. Taylor in this journal, that we have the less hesitation in demurring to the general opinion of the critics that this is a bad play. The first question asked when Mr. Tom Taylor brings out a new play is, where has he taken it from? It has been freely asked in this case, but without success; though one critic went so far as to assume that the play was adapted from somebody else's book, and to imagine what the story was. This is carrying suspicion very far, and some innocent persons may wonder why the gentlemen who formerly petted Mr. Taylor should now turn against him. A solution of the problem may be found in the fact that Mr. Taylor has lately ventured into the critical domain, and that his new brethen adopt these means of ousting the intruder. Anyhow, we do not think the play a bad one, though it can hardly be called a good one. The author has endeavoured to make it a compound of comedy and sensation drama, and the elements clash. If he had left out most of the dialogue, and trusted merely to his real wrestling scene, and his real thunderbolt, he would have done well: if he had omitted both thunderbolt and wrestling, he would have done better. The dialogue is fresh, sharp, and occasionally witty, but it is confined to the first two acts; the rest being noise, lightning and thunder. He has also, as a consequence of sensation, to spoil his play by "carpenters'" scenes, to fill which he is obliged to create unnecessary characters, consisting of an impossible Cambridge reading party. Seeing that the action of the play takes place in Cumberland, he might have introduced the collegians of St. Bee's, whose manners and peculiarities would have been better suited to their Olympic representatives. But the main attraction of the play lies in the rejuvenescence of Mr. Compton. The present generation of playgoers, who have only seen this gentleman in dismal farces at the Haymarket, are, without doubt, surprised to

find that he is capable of much good acting. His dry humour showed to advantage in the comic portion of the play, whilst in the more serious parts he showed that he could be both dignified and impressive. But he might have been spared the wrestling scene. It was a melancholy spectacle to see a real Cumberland wrestler allowing an old London gentleman of sixty or thereabouts to throw him over his shoulder. Mr. Compton went through it well, and may possibly be engaged at the next Good Friday meeting at the Agricultural Hall; but still, we say, he might have been spared the ordeal. Mr. Belmore divides the honours with Mr. Compton, by a life-like representation of an old Dale farmer; but, with these exceptions, there is not much in the acting to call for remark.

A season without an Irish drama would be an anomaly. This year we have two; one at the Princess's, by Mr. Boucicault—the other at the Lyceum, by Mr. Falconer. These plays resemble the French and German armies, with a difference. The armies were equally brave; the plays are equally bad. But as the Germans were superior by reason of tact, skill, and organisation, so by the presence of these principles does Mr. Boucicault achieve a success, whilst Mr. Falconer reaps failure by their absence. The play at the Princess's, which is called *The Rapparee*, is the worst Mr. Boucicault ever wrote. The extent of the Irish element consists in the scene being laid in Ireland, and in two characters with a brogue; but as far as the story goes, the scene might equally well have been laid in Patagonia. The success of the play rests on the old device of a house on fire, for the dialogue is of the most common-place order, and appears to have been taken from the files of transpontine melodramas. The solitary merit of the piece is its brevity, but its solitary novelty is open to serious objection. It is this: the heroine, whom we will call A, loves and is loved by B, a nice young man, but is persecuted by the attentions of C, a villain of the deepest melodramatic dye. C, the wicked man, lays violent hands on B, the good one, and immures him in a dungeon, but promises his life and liberty to A, on condition that she marries him (C). A consents, with ulterior views. B therefore is allowed to escape, whilst A and C are married. But mark the climax. Immediately after the ceremony, wherein she has sworn to love, honour and obey, A marches C into the presence of her lover B, bidding the latter kill the former, that she may become a widow, and be married over again. The deed is done; the lady looks on with smiles, and the play finishes with the embraces of the re-united A and B. If Mr. Falconer's play, which is entitled *Innisfallen*, is free from such a bad moral as the above, it can boast of no other merit. Brief it certainly is not, being full of patriotic sentiment, long-winded orations, and tall talk generally. Mr. Falconer, after the manner of the Bourbon family, has learnt nothing and forgotten nothing during his absence from England. On his opening night, he assured the remnant of the audience that had hissed and laughed at his play, that he was gratified with its success, and had several more in his portfolio. We must assume, therefore, that he at least enjoyed the performance. If he continues the play for any length of time, he will probably be left to enjoy it by himself. With the exception of Miss Ernstone, and occasionally of Mr. Falconer himself, the acting was poor at the Lyceum. At the Princess's it was better. Mr. Clayton and Mr. Shiel Barry, a new Irish actor, were good. Mr. Vezin, with what materials he had, did what no other actor on the stage could do; but it was grief to his many admirers to see him playing second fiddle to a house on fire.

The Queen's Theatre has taken under its protection the legitimate drama abandoned by Drury Lane. The success of *'Twixt Axe and Crown* has had the good effect of turning the attention of the management to the works of one William Shakspeare, and the *Midsummer Night's Dream* has been produced, with beautiful scenery and effects, but with indifferent acting. More than almost any other play of Shakspeare's, the *Midsummer Night's Dream* depends upon perfect acting to be effective on the stage, and the weight ofthe acting falls on the ladies. In this department the Queen's Theatre is very weak, and by consequence, the prominent characters of Oberon and Puck, always taken by ladies, suffered from their representatives deeming the elocution used in burlesque doggrel suitable to the delivery of Shakspearian blank verse. Mr. Phelps, who enacts Bottom, the weaver, is careful and intelligent, if a trifle over-elaborate, but he is not seen enough to satisfy a portion of the audience, who come for no other purpose than to see a good deal of Mr. Phelps. But we trust the experiment will not be abandoned, but will be improved upon. Drury Lane, under the present management, seems to aim at being an expurgated edition of the Alhambra. The dramatic season commences in September with a spectacular drama, which is coaxed to run till Christmas; then comes the pantomime, which lasts till March, and the season ends. The main attraction in both portions of the season is spectacle, very magnificent of its kind; but to balance the extra attraction of the Christmas season, the autumn spectacle is garnished with the presence of a few good performers, who are, however, quite secondary to the machinist and ballet-master. The play of this season is *Amy Robsart*, founded on Sir Walter Scott's *Kenilworth*, and, curiously enough, written by Mr. Halliday, who was part author of a burlesque, on the very same novel, produced some years ago at the Strand theatre. Those people who still think that the present degraded and imbecile form of burlesque is of some use in correcting the follies of melodrama, may make the most of the fact that an author finds it worth while to write a melodrama on a novel ten years after he has burlesqued it. Mr. Halliday has made a most violent departure from Scott in allowing Varney to fall down the death-trap instead of Amy Robsart. Miss Neilson, who is better suited to this branch of the drama than to Shakspeare, was successful as the heroine, and Miss Fanny Addison was better still as Queen Elizabeth. But acting, as we have said, is subordinate to the scenery, dresses, and tableaux at Drury

Lane. These were, we suppose, sufficiently good, for they met with the unbounded applause of the audience, as did the eccentric dancing of Mr. Vokes.

With the most benevolent intentions, we must pronounce the present season, as far as it has gone, to be below the average. Not one of the new plays as yet produced can be called a literary success, nor, we believe, *Amy Robsart* perhaps excepted, a pecuniary one; nor has any new performer of merit made his or her appearance. In addition to those plays we have mentioned, there have been two new burlesques produced at the Strand and New Royalty Theatres, but we have not had the courage to hear them, and this kind of nonsense is beyond the pale of criticism. Of the Globe and the Holborn Theatres, announced to re-open shortly, we have not much hope. Of the Adelphi and the St. James' we know nothing; and so we are compelled to hope for better things when Mr. Buckstone returns to the Haymarket. He announces a new play by Mr. W. S. Gilbert, and we shall be quite satisfied if it keeps up the promise of the *Old Score*, one of the best of recent plays. In the meanwhile there is nothing that rivals in excellence the *Two Roses* at the Vaudeville, or *M.P.* at the Prince of Wales' Theatre, both being better written, better acted, and produced at far less expense than the dramas we have noticed. The Gaiety, for the time being, does not come within our province, having turned itself into a British and Foreign Opera Association, very limited.

THE CAVENDISH WHIST MARKER.

In the year 1868, Cavendish, in conjunction with Mr. William F. De la Rue (whose loss we had last month to deplore), brought out a Whist Marker, which we described at the time as the best Whist Marker that had then been introduced; but produced in a form not sufficiently strong for Whist players. We promised that as soon as Messrs. De la Rue brought out the Marker in a more substantial form we would announce the fact. In fulfilment of this pledge, we repeat that the Cavendish is the best Marker yet introduced, and that it is now manufactured in a substantial form, and, for beauty and elegance, its outward appearance cannot be surpassed. The material is rosewood, and the Markers are pretty ornaments, admirably adapted for little presents. We should prefer the Markers still larger and stronger, and we hope Messrs. De la Rue will bring out a few sets specially manufactured for club play.

CALABRASELLA.*

We cannot do better than copy Cavendish's preface to the rules of this game, which has just reached us, and reserve to ourselves the right to criticise the rules, and explain the theory of the game, on another occasion.

"There is no good card game for three players popular in England. The want of such a game has often been remarked."

"The Italian game of Calabrasella supplies this want. It requires no apparatus beyond a pack of cards; it is easily learnt; at the same time it affords numerous opportunities for the exercise of skill in play."

* Pocket Guide. De La Rue and Co.

NOTICES TO CORRESPONDENTS.

E. A. B.—We do not know what you mean by a drawn rubber. Be more explicit.

L. B.—A detached card is liable to be called, and we know of no limit as to time. According to our view of the law, it can be called at any time during the play of the hand, and the call can be repeated until the card is played. If the *Field* has decided otherwise, we should like to know the reasons for their decision; but we do not recollect any such decision, and fancy you have misunderstood their answer.

S. R.—As 4th player, never fail to win the trick, even with the best trump, unless you can make certain of winning 2 tricks by letting it alone. Unless you have an accurate knowledge of the position of the cards, we would not recommend you to pass a winning trick even when you think you can make 2 tricks by passing it.

Beginner.—With Q and another only, 9 led, second player, we should put on Q. If a small card were led, we should play the little one.

A.M.S.—If the players at the table have cut for the purpose of seeing which one of four is to go out, and you, a sixth player, declare into the table, you cannot enter for that rubber. You must wait for the next. The Club code, law 21, is as follows: "A candidate wishing to enter a table, must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or *of cutting out*."

W. and B.—M, first player, leads a D; B, fourth player, before the second and third players play, plays the D A; C (M's partner) thereupon tells W (second player) to win the trick if he can. W plays a Club. He has a trump (Heart) in his hand. The trick is turned and quitted. What is to be done?—*Ans.* W has revoked, and M and C inflict the usual penalty. By law 68, because B played out of his turn, C had the right to make W win the trick. Law 61 says: "If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, having in his hand one or more cards of the suit demanded, he incurs the penalty of a revoke." The law is very badly expressed. The words "win or not to win the trick" in law 68 are held to mean the same thing as calling "the highest or lowest" in law 61. In point of fact, law 61 ought to have repeated the words, win or not to win the trick, as well as the words, "liable to have the highest or lowest of a suit called." If C asked W to play his highest or lowest of the suit, he might get no benefit from his call; and, as law 68 is framed, he would apparently be making a claim that was not justified. In spite of the loose wording of 68, C would be quite justified in requiring W to play his highest or lowest D. It would seem that in both laws there is an omission which we are sorry to see Mr. Clay has not pointed out in a note to his new edition. Law 61 is again carelessly expressed in its opening paragraph: "If a player who has rendered himself liable to have the highest or lowest of a suit called." The law should have said who has rendered himself, or become liable from the acts of his partner, &c., because in the case before us it is not W that has rendered himself liable, but B, his partner, who has rendered W liable, &c.

2. It seems to us that B, in the position in which he placed himself, could ask W whether he had a D, and second, whether he had a trump. It seems hard on M and C that, by B's irregularity, B can obtain this information; but a player has a right to save the revoke.

CONSERVATIVE CLUB.—During the play of a hand, have I a right to ask who deals next?—*Ans.* The object of the question would be to ascertain who dealt the current hand, for the purpose of recollecting the holder of the turn up card, or to ascertain who was the first leader. The laws are silent on the subject, because the game is assumed to be played silently. No question is permitted, unless specially authorized. You are not allowed to ask what was the turn-up card after it has been taken up; indeed there is a penalty for naming it. There is no written law to prevent your asking, in the middle of a hand, who dealt last; but it has been repeatedly decided that the question cannot be asked. Such questions are ultra the law; as we understand the question, you assume you could not ask who dealt, but that nevertheless you can ask who deals next. We have heard this talked of in provincial circles, but we never heard of any Whist lawyer or any Club so ruling, and it would require a very good lawyer indeed thus to decide to make us believe that you can get indirectly what the law will not allow you to obtain directly. It is contrary to the principles of all laws to permit such evasions. For our part, we have no hesitation in deciding that you cannot ask who deals next.

E.A.R.—The last player at Whist trumps a suit, and plays another card before taking up the trick; in taking up the cards, he, by mistake, takes up the card he has led, and leaves on the table one of the suit he has trumped. Is this a revoke?—*Ans.* Your question is not clear. If you mean that the last player trumped a suit of which he had one, and played again, that, of course, is a revoke; but if you mean that a suit (say Spades) is led, of which the last player had none—that he trumped the Spade, and led another suit, but that he put to the last trick the card that he led instead of one of the cards in the last trick, and left a card of the last trick on the table, that is no revoke. The player has simply made a mistake in collecting the trick.

2nd. If a player places his cards on the table face upwards, but only exposing the top card, is he liable to have all the cards exposed, and called at his adversary's pleasure?—*Ans.* If a player places his hand face upwards on the table, although only the top card can be seen, it has been decided that the whole of the hand is exposed, and the cards are callable. We cannot say the decision was one that we approved. We expressed our reasons against it at the time in *Bell's Life*, but the law must so remain until we get an amended code, which will probably be in about one hundred years' time.

PIQUET.

B.—My adversary claims his point which contains Kv, 10, 9, 8. The point is good, and he shews it, but does not claim the quart. He then plays. Can I count a tierce?—*Ans.* The player must claim his quart, and if he does not do so, you can count your tierce. If he had claimed his quart, and then had forgotten to count it, this would bar your right to count the tierce; but merely shewing a point, which happens to contain a quart, is not a claim within the meaning of the law.

I. O. U.—You cut for deal; the highest wins and has the choice of cards, and he makes his adversary deal, because it is a great disadvantage to have the deal. This must be self evident to you. The Ace is the highest in cutting at this game.

CHESS.

V. G.—Four Problems received with thanks. We have not yet had time to examine them thoroughly, but as regards No. 7 "renewed," we see no mate if Black's first move is P to K B 4.

BELFONT.—We are obliged for your suggestion, and will in future comply with it.

V.P.—We do not think we have any Problem of yours left.

J. SANSON.—The Papers were duly forwarded. We have sent a second set.

G. G. S. (BROADSTAIRS).—Problem 10. If, as you suggest, Black takes Kt on the 1st move, then the solution will be—

2. B to Q 4 ch 2. King takes
3. Q to K 3 mate

Problem 11. There should be a B P at K B 6. Problem 12. If Black's first move be— P takes R
then White 2. Kt to K Kt 3 ch 2. King moves
3. Q mates

Rely on it we shall never throw aside your communications with impatience.

NOTICE.

All Books intended for review in these Papers must be sent to the Editor, Westminster Chess Club, Caledonian Hotel, Adelphi Terrace. New Patterns of Cards, new Games, or Implements of Play of general interest to our readers, must be addressed to the same place. Our review of the New Patterns is unavoidably postponed until next month.

Applications respecting Advertisements to be made to W. W. Morgan, 232 Caledonian Road, N.

The Westminster Papers.

1st NOVEMBER 1870.

THE CHESS WORLD.

"The whisperings of our petty burgh."

OUR illustrious and illustrated, but somewhat bilious contemporary, has another grievance. The offender, on this occasion, is Mr. Skipworth, and his offence is,—a "gross act of presumption." It appears that a gentleman possessed of a generosity and modesty (for he does not give his name) exceptional amongst Chess players has presented Fifty pounds, to purchase a Silver Cup, the contest for which will be open only to provincial players. The presentation was accompanied by a request that Mr. Skipworth should, in the first instance, hold the Cup against all comers; and he, as we consider, in the most chivalrous manner, complied with a request which is tolerably certain to cause him great personal inconvenience. This is the grievance,—"For, says the *Illustrated News*, "Mr. Skipworth is not the best provincial player." The *Era* repeated the charge a week later; and, in all probability, the readers of the *Field* will hear of the Provincial Cup and the grievance together in another week or two. Now, suppose we admit under all reserve—as it is the fashion to say—that Mr. Skipworth is not the best player in the provinces, the remedy is clear enough. The man who considers himself the best player, can challenge the holder, and win it, if he can. It does not appear to have occured to the *Illustrated News* that somebody must hold the Cup at first. Mr. Skipworth is in the position of the boy who was whipped for being last at school, because the fact that somebody *must* be last was held to be an invalid excuse.

Is it possible that the real cause of offence is that Mr. Skipworth and the donor have omitted to consult the great regenerator of English Chess? Here was a great opportunity lost. How pleasant it would have been to exclude from the competition every player not distinguished by his "loyalty."

What a noble revenge for the *Illustrated News* (which has been the recipient of more "cuts" from Chess players than are ever likely to appear in its pages) to limit the competition to its own contributors! Or, are we to look for the cause in the rumour that the "Regenerator," being no longer a member of any Metropolitan Chess Club, has retired to the country to qualify himself for the position of provincial Champion.

"The mouse that always trusts to one poor hole
Can never be a mouse of any soul"—

is a reflection which must have occurred to him frequently of late. If this be so, we much regret that the Cup was not handed to our Regenerator instead of to Mr. Skipworth. It would have afforded the Chess community another opportunity of learning how many excuses may be found for a Champion declining to play, and yet laying claim to the title.

It appears to us that if any exception is to be taken to this transaction at all, and we are far from taking any, the donor of the Cup, who made his own conditions, is the responsible person. But who can imagine the Chess departments of the *Illustrated News* or the *Era* abusing "responsible" persons of generous instincts.

Land and Water, of the 15th ult., contains an able letter on the conditions of the Provincial Champion Cup. We cannot agree with all the writer's criticisms; but we consider the condition of playing the match for the Cup in the town wherein the holder of the Cup resides, or in the nearest town if he resides in the country, should be reconsidered.

If an interest in Chess is to be created in England, the work must be done in the provinces, and we know of no method more likely to succeed than to offer all facilities to players willing to engage in a contest for the Championship.

We wrote last month under the impression that the games were to be played in the town of the challenger. If the two combatants live very far apart, we think the surplus money that will accrue from the entries might be used for the purpose of paying part of the expenses of the holder of the Cup, and this would do away with all questions as to the poverty of the players. It must be cheaper for the challenger to play at home, and no good player will ever be prevented from playing at home by reason of his poverty; and if he win the first match, the Chess players of his neighbourhood must be mean indeed not to give assistance if need be. Again, we hope that on no account will Mr. Skipworth give way on the subject of time; if a player cannot play at the rate of twenty moves an hour he had better not play at all. The game is quite spoilt, regarded as an amusement, if played more slowly than this;—it is alike, misery to the players and lookers-on. The last suggestion, that the games should be played by the British Chess Association Laws, is, we think, an improvement worthy of Mr. Skipworth's consideration.

Our illustrious friend again! The Challenge Cup Meeting was held on Monday, the 10th October, and it was duly announced in the next day's papers. The play, commenced on Tuesday, was continued on Wednesday and Thursday, by which time six games had been played; and on the Friday, when the *Illustrated News* appeared, it gave us the Monday's paragraph, and tells us who were going to play, and adds, that the play will commence at once. *The Field* (printed a day later) gives, of course, the same "news;" but adds, that Mr. Macdonnell plays for the Cup, which is not true, and says, that if Mr. De Vere (who, by-the-bye, never entered) won the largest number of games he would become the proprietor of the Cup, because he won the year before last.

Of course, our contemporary meant to inform his readers that if Mr. Blackburne should win the largest number of games the Cup would become his property, because he would then have won it two years in succession. The following week, *The Field* corrects the mistake regarding Mr. Macdonnell, but has no further information on the subject, although *Land and Water* published, on the same day, one of the games and the latest score of the combatants. We really think if the Editor of *The Field* cannot be a little more accurate, he had better give up his Chess column; or, at any rate, he might pay us something handsome for correcting his blunders. In future, we must refer to the *Illustrated News* and *The Field* as the "know-nothing" papers.

The play in this contest has now resulted in a tie, between Mr. Burn and Mr. Wisker, who have each scored five games; the entire score will be found appended. The Tournament cannot be regarded as a success, which may be attributed in the main to insufficient notice and advertisement. We have been assured that Mr. Potter and Mr. Wormald, two of the best English players, did not hear anything of it until it was too late to enter the lists. The falling off in Mr. Blackburne's play has been the subject of much comment in Chess circles; and, to say the least of it, it is remarkable. The Tournament will be chiefly memorable for bringing publicly to the front rank of players Mr. Burn, a young amateur, who has recently come to London from Liverpool.

Dublin is to possess a Chess Column, under the editorship of Mr. J. A. Rynd, of the Dublin Chess Club. We think we may anticipate the new column will be well managed, and plentifully supplied with the best of Irish produce in this department.

At a meeting of the Chess players of Ireland, held in Dublin on the 5th September last (J. B. Price, Esq. Deputy Chairman of the "City and County of Dublin Chess Club" in the chair), the Resolution to hold a Chess Tournament in Dublin early in the year 1871 was unanimously adopted, and the conduct of the undertaking was entrusted to a managing committee.

The success of the gathering will depend to a great extent on the financial support it receives, and on the number of entries to the Tourneys. Gentlemen therefore who desire to play should give notice to the secretary, 3 Grafton Street, at once, and we are assured that every means will be used to prevent the meeting being protracted beyond a convenient duration.

A Problem Solution Tourney has been introduced as a novelty, designed to afford problem solvers an occasion for displaying their peculiar ingenuity. It is proposed to hold:—

1. GRAND HANDICAP TOURNAMENT. Open to all comers. Entrance fee not yet fixed. Endeavours will be made to give substantial prizes. There will be four classes: 1st. Playing even with each other. 2nd. Getting "move" from 1st. 3rd. Getting "pawn and move." 4th. Getting "pawn and two moves."

2. IRISH TOURNAMENT. Open to players resident in Ireland for twelve months prior to 1st January 1871. Entrance fee not yet fixed. Endeavours will be made to give substantial prizes.

3. PROBLEM SOLUTION TOURNEY. Open to all. Prizes will be given for accuracy and despatch in solving on the spot, and within a limited period, a number of Problems selected by the Tourney Committee.

4. A MATCH FOR THE CORDNER CHALLENGE CUP, at present held by Mr. Rynd.

5. BLINDFOLD PLAY.

Rate of play, twenty moves per hour. Drawn games to count half to each player. Number of games to depend on number of entries. Games to be played out at a sitting. Players to have first move alternately, whether preceding game be drawn or not. First player to have choice of colour. The winning player to furnish a correct and legible copy of the game to the Hon. Sec.; in drawn games both players to do so.

We learn there is a prospect of a new Chess Paper being established, under the auspices of the City of London Chess Club. Should the Club decide on this venture we will do our best to support the bantling, and promote its success. At the same time, we do not think, with all the enthusiasm of Mr. Chappell and the young City bloods, that they are likely to succeed where Mr. Staunton, with all his advertizing power, failed, and we cannot but think if their energies were directed to improve the Quarterly and these Papers, and to increase their respective circulation, they would be more likely to save their money than by indulging in publishing ventures on their own account. We fancy they will find the Chess community do not at the present time pay for printing the matter devoted to their pet subjects, but this may be from bad management. Putting on one side the Westminster, the City of London, and the Dublin Clubs, we do not believe that the members of any Chess Club, in their private capacity, and as a corporate body combined, take two copies of any Chess paper pub-

lished, and we fancy that there are not more than ten Clubs in England that take any Chess paper at all; and when we consider the lethargy of the Chess players, their poverty as a rule, and their stinginess when rich, we cannot say we envy the starters of a new periodical devoted expressly to their interests. That there are some honourable exceptions there can be no doubt. We should be ungrateful, indeed, if we did not acknowledge with gratitude the large amount of labour expended by many of our chief players on our behalf purely for the love of the game, or if we forgot the money expended by the good old school on Chess; but this could not last for ever. The willing horses have been ridden to death, and there are no new horses to take their place.

The St. George refuse to rest on their laurels. Mr. Hampton has, we are happy to say, determined to throw a little life into the subject, and for that purpose he is about to arrange a match between the winner of the Cup and Herr Rosenthal, the prize to be £20. We gladly chronicle this liberality of the St. George, and Mr. Hampton in particular.

We have great pleasure in printing the following:

"KEY TO THE CHESS OPENINGS, on a Novel Plan, Theoretically and Practically Considered, and Illustrated with Diagrams, by a Dublin Amateur Chess-player.

"7 Lion Terrace, Rathgar, Dublin, October 1870.

"Dear Sir,—I am thinking of bringing out the above book, but as the cost of publishing it would be considerable, and as I am not inclined to run the risk of the outlay without having the money first in hand, I propose to raise a fund on the following conditions, viz.:—

"1. All subscriptions to be paid in to me *at once*.

"2. Each subscriber of 5s and upwards to be entitled to a copy of the work *gratis;* but as the *number* of subscribers will probably be not very extensive, it is hoped that several of the subscriptions will not be limited to that amount.

"3. No share of the profits, or balance of the subscriptions, beyond the actual cost incurred, to fall to the author, who is willing to do *his* share of the work free of charge.

"4. The balance or profits, if any, to be spent in the interests of Chess, as shall hereafter be selected by the author.

"The work being in a great measure ready in manuscript, can, on the receipt of a sufficient subscription fund *paid in*, be forthwith put in the printer's hands.

"Under these circumstances, I shall feel obliged by your kindly forwarding to me the amount of your subscription, in the event of your being willing to co-operate in the foregoing novel and interesting undertaking.

"An *early* reply will oblige, yours faithfully, THOMAS LONG."

Whilst we are on the subject of Books, we may mention that Chess players desiring to have *Chess Studies*, Vol. II., should forward their names to Mr. Horwitz, 93 London Wall, E.C. The subscription will not exceed 10s 6d. It is scarcely necessary to add that there is no more competent man to give Chess Studies that will amuse and instruct the reader than the author.

CHAMPION TOURNEY.

	Blackburne	Burn	Gossip	Green	Ide	Owen	Wisker	Total Score
Blackburne	...	0	1	1	1	0	0	3
Burn	1	...	0	1	1	1	1	5
Gossip	0	1	...	0	1	0	0	2
Green	0	0	1	...	—	0	0	1
Ide	0	0	0	—	...	0	0	0
Owen	1	0	1	1	1	...	0	4
Wisker	1	0	1	1	1	1	...	5

Messrs. Burn and Wisker met again on the 26th October, at the St. George's Club, for the purpose of playing off the "tie." The game, an exceedingly interesting one, resulted in a draw, after a struggle of nine hours. These gentlemen meet again, at the Westminster Club, on the 29th, when we trust the matter will be decided.

BOOKS RECEIVED.

WE have received the *Chess Players' Quarterly* for October; *Land and Water* since the commencement of the Chess Column; the *Australasian and European Mail* up to their last issue; the *Berlin Schachzeitung* for August and September; and the *Gentleman's Journal.* Also, from De la Rue and Co., *Spoil Five Pocket Guide*, by Cavendish; *Ecarté Pocket Guide*, by Cavendish; *Ecarté Pocket Laws*, by Cavendish; *Euchre Pocket Guide*, by Cavendish. We will take a early opportunity to examine and criticise these rules.

The following Games were played at the Baden Congress :—

GAME LVIII.

White. Mr. De Vere.	Black. Herr Steinitz.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Kt 5	3. K Kt to K 2
4. Kt to Q B 3	4. P to K Kt 3
5. P to Q 4	5. P takes P
6. Kt takes P	6. B to Kt 2
7. B to K 3	7. Castles
8. Castles	8. P to K B 4
9. P takes P	9. Kt takes P
10. Kt takes Kt	10. R takes Kt
11. B to B 4 ch	11. K to R
12. Q to Q 2	12. Q to K R 5 (a)
13. P to K B 4	13. P to Q 3
14. P to K Kt 3	14. Q to Q sq
15. Q R to K sq	15. R to K B sq
16. Kt to K 4	16. B to K B 4
17. Kt to Kt 5	17. Q to Q 2
18. B to K B 2	18. Kt to Q sq
19. B to Q 4	19. P to K R 3
20. Kt to K B 3	20. Kt to Q B 3
21. P to Q B 3	21. Q R to K sq
22. Kt to R 4	22. K to R 2
23. B takes B	23. K takes B
24. Kt takes B ch (b)	24. Q takes Kt
25. B to Q 3	25. Q to B 4 ch
26. Q to B 2 (c)	26. Q takes Q ch
27. K takes Q	27. Kt to K 4
28. B to K 2	28. P to K Kt 4
29. K to Kt	29. P takes P
30. P takes P	30. Kt to Kt 3
31. P to B 5	31. Kt to R 5
32. B to R 5	32. R takes R
33. R takes R	33. R takes P
34. R to K 7 ch	34. K to B 3
35. R to B 7 ch	35. K to Kt 4
36. R takes R ch	36. Kt takes R
37. B to Kg 2	37. K to B 5
38. K to B 2	38. Kt to K 6
39. P to K R 3	39. Kt to K B 4
40. B to K Kt 4	40. Kt to Kt 6
41. B to K B 3	41. Kt to K 5 ch
42. K to K 2	42. P to Q Kt 3
43. B to Kt 2	43. P to Q 4
44. B to K B 3	44. P to K R 4
45. B to Kt 2	45. K to Kt 6
46. B to B sq	46. Kt to Kt 4
47. K to K 3	47. Kt takes P
48. K to Q 4	48. Kt to B 5
49. B to Kt 5	49. P to R 5
50. B to Q 7	50. P to R 6

And White resigns.

(a) To stop the B going to R 6.

(b) Not good.

(c) R to B 2 is stronger.

GAME LIX.

White. Mr. Blackburne.	Black. Herr Neumann.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Kt 5	3. K Kt to K 2
4. Q Kt to B 3 (a)	4. P to Q 3
5. P to Q 4	5. B to Q 2
6. Castles	6. P to K R 3
7. P takes P (b)	7. P takes P
8. Kt to Q 5	8. Kt to Kt 3
9. B to K 3	9. B to Q 3
10. Q to Q 2	10. Kt to B sq
11. Q R to Q sq	11. Kt to K 3
12. P to Q B 4	12. Kt to Q Kt sq (c)
13. Kt to Q B 3	13. P to Q Kt 3 (d)
14. Q to Q 5	14. B takes B
15. Kt takes B (e)	15. Kt to Q 2
16. Kt takes B ch	16. P takes Kt
17. Q takes Q P	17. Q to B 2
18. Q takes Q	18. Kt takes Q
19. R to Q 6	19. K to K 2
20. K R to Q sq	20. Q R to Q sq
21. P to Q Kt 4	21. Kt to K 3
22. K to B sq	22. P to K Kt 4
23. P to Q R 4	23. P to B 3
24. K to K 2	24. Kt to Kt sq
25. R takes R	25. R takes R
26. R takes R	26. K takes R
27. K to Q 3	27. K to B 2
28. K to B 3	28. Kt to B 3
29. P to Kt 5	29. Kt to Kt sq
30. Kt to K sq	30. P to Q R 4
31. P takes P *en passant*	31. Kt takes P
32. Kt to Q 3	32. K to B 3
33. Kt to Kt 4 ch	33. Kt takes Kt
34. K takes Kt	34. P to K R 4
35. P to K B 3	35. P to R 5
36. K to B 3	36. K to B 2
37. K to Kt 4	37. K to B 3
38. K to Kt 3	38. K to B 2
39. K to B 3	39. K to B 3
40. K to Kt 3	40. K to B 2
41. P to Kt 3	41. P takes P
42. P takes P	42. K to Kt 2
43. K to Kt 4	43. K to B 3
44. K to B 3	44. K to B 2
45. K to Kt 3	45. K to Kt 2
46. K to Kt 4	46. K to B 3
47. B to B 2 (f)	47. P to Kt 5
48. P takes P	48. Kt to Kt 4
49. P to R 5	49. P takes P
50. K takes P	50. Kt takes P
51. B to K 3	51. Kt takes P
52. K to Kt 4	52. Kt to B 8
53. B to B sq	53. Kt to Kt 6
54. B to K 3	

Drawn Game

(a) The German authorities recommend 4. Castles for White at this juncture; but the move in the text seems equally good.

(b) We should have preferred 7. P to Q 5. The move in the text seems unnecessarily to free Black's game.

(c) These erratic evolutions of the two Knights lose Black valuable time.

(d) A direful blunder, of which White takes immediate advantage.

(e) This is preferable to winning the "exchange."

(f) Overlooking Black's ingenious reply, which causes a drawn game at once. White's best move was apparently 47. P to Q R 5; but we doubt whether, under any circumstances, he could have forced the game against the best defence.

GAME LX.

White. Herr Neumann.	Black. Herr Winawerr.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Kt 5	3. P to Q R 3
4. B to R 4	4. K Kt to B 3
5. P to Q 3	5. B to B 4
6. Castles	6. P to Q 3
7. P to Q B 3	7. P to Q Kt 4
8. B to B 2	8. B to K Kt 5
9. B to K 3	9. B to R 2
10. Q Kt to Q 2	10. Kt to K 2
11. P to Q R 4	11. B takes B
12. P takes B	12. Kt to Kt 3
13. P to Q 4	13. Castles
14. Q to K 2	14. Q to Q 2
15. P to R 3	15. B takes Kt
16. R takes B	16. P to Q B 4
17. P to Q 5	17. P to B 5
18. Kt to B sq	18. Q to B 2
19. Kt to Kt 3	19. Kt to Q 2
20. Kt to B 5	20. Q to Kt 3
21. P to R 5	21. Q to B 2
22. R to Kt 3	22. Kt to B 3
23. P to R 4	23. Kt to K sq
24. Q to Kt 4	24. Kt to B 3
25. Q to B 3	25. P to R 4
26. R to Kt 5	26. Q R to Kt sq
27. R to K B sq	27. Q to Q sq
28. Q to Kt 3	28. P to Kt 5
29. Q to K sq	29. P to Kt 6
30. B to Kt sq	30. R to Kt 4
31. P to Kt 4	31. P takes P
32. P to R 5	32. Kt takes Q P
33. R takes P	33. Kt to B 3
34. R to Kt 5	34. Kt takes K P
35. R to Kt 2	35. Kt to Kt 4
36. Q to Kt 3	36. Kt to R 5
37. Kt takes Kt	37. P to B 3
38. B to B 5	38. R takes P
39. Q to Kt 4	39. R to K sq
40. P to R 6	40. P takes P
41. Q to R 5	41. R to K 2
42. Q takes P	42. R to K Kt 2
43. K to R sq	43. Q to K sq
44. R takes Kt	44. R takes R
45. B to R 7 ch	Resigns.

GAME LXI.

White. Mr. Blackburne.	Black. Mr. De Vere.
1. P to K 4	1. P to Q B 4
2. Q Kt to B 3	2. P to K 3
3. P to K Kt 3 (a)	3. Q Kt to B 3
4. B to Kt 2	4. P to Q R 3
5. P to Q 3	5. P to Q Kt 4
6. K Kt to K 2	6. B to Kt 2
7. Castles	7. Q to B 2
8. P to B 4	8. P to K R 4
9. B to K 3	9. Kt to B 3
10. P to K R 3	10. P to Q 3 (b)
11. Q to Q 2	11. R to Q sq
12. Q R to K sq	12. B to K 2
13. B to B 2	13. Q to R 4 (c)
14. Kt to B sq	14. Kt to Q 5
15. Kt to Kt 3	15. Q to Kt 5 (d)
16. Q to Q sq (e)	16. Kt takes Kt
17. R P takes Kt	17. Q to R 4
18. P to K 5	18. B takes B (f)
19. P takes Kt	19. Q B takes R P
20. P takes B	20. K takes P
21. Q to Q 2 (g)	21. K to B sq
22. R to R sq	22. Q to B 2
23. K R to K sq	23. Q to B 3
24. Kt to K 4	24. B to B 4
25. Q to R 5	25. R to R sq
26. P to B 4	26. B takes Kt
27. P takes B	27. K to K 2
28. Q R to Q sq	28. Q R to Q sq
29. P to K 5	29. P to R 5
30. Q B P takes Kt P	30. Q R P takes P
31. K P takes P ch	31. R takes P
32. R takes R	32. Q takes R
33. Q to R 7 ch	33. K to B 3
34. Q takes Q B P	34. Q takes Q
35. B takes Q	35. P takes P
36. K to Kt 2	36. R to R 7 ch
37. K takes P	37. R to Q 7
38. K to B 3	38. R to Q 4
39. R to K 5	39. R takes R
40. B to Q 4	40. K to B 4
41. P takes R	41. P to B 3
42. P takes P	42. P takes P
43. B to B 3	43. P to K 4
44. B to Q 2	44. K to K 3
45. K to Kt 4	45. P to B 4 ch
46. K to Kt 5	46. P to B 5
47. K to Kt 4	47. K to Q 4
48. K to B 3	Resigns.

(a) This form of attack was, we believe, originally introduced by Mr. Paulsen, but we are inclined to think that its validity has been over estimated. The authors of *Theorie und Praxis* give the following as the correct defence:—

1. P to K 4	1. P to Q B 4
2. Kt to Q B 3	2. Kt to Q B 3
3. P to K Kt 3	3. P to Q 3
4. B to K Kt 2	4. P to K 4 &c.

(b) Black has not conducted the opening with his usual ability. Even thus early the first player has a manifest advantage in position.

(c) We are at a loss to understand the object of this *sortie* of the Queen.

(d) Better to have taken Knight with Knight. The move in the text is a sheer waste of time.

(e) Threatening to win the Q by P to Q R 3.

(f) This move loses a piece, but 18. Kt to Q 4 would have been almost equally disastrous, as a little examination will show.

(g) Well played. The Black Queen has clearly no square to move to without being lost.

The Westminster Papers.

SUPPLEMENT, NOVEMBER 1870.

THE CUP RESULT.

THE Final Games between Messrs. Burn and Wisker lasted six hours, and the result makes Mr. Wisker the holder of the Cup. We heartily congratulate him on the result. There are few men that will wear their honours with more modesty. He has always proved himself a good, steady player, and his victory will, we are sure, be popular amongst Chess Players. Mr. Burn is young, and can bear his disappointment. He has however proved himself a sound, as well as brilliant player, and a little steady practice, like that he has just had, will be of invaluable service to him. It is no mean performance to come out better than Mr. Blackburne, and to have beaten Mr. Wisker one game, drawn a second, and to have beaten Mr. Owen.

GAME LXII.

White. Mr. BURN.	Black. Mr. WISKER.	White Mr. BURN.	Black. Mr. WISKER.
1. P to K 4	1. P to K 4	31. R P takes P	31. Kt takes P
2. Kt to Q B 3	2. B to B 4	32. Kt takes Kt	32. R P takes Kt
3. P to K B 4	3. P to Q 3	33. K to Kt 2	33. K to Kt 2
4. Kt to K B 3	4. Kt to K B 3	34. R to R sq	34. R to Q 3
5. B to B 4	5. Kt to Q B 3	35. Q to Q B 4	35. Kt to Kt sq
6. P to B 5	6. Kt to K 2	36. P to Kt 4	36. Q R to Q sq
7. P to Q 3	7. P to K R 3	37. Q R to Q sq	37. Kt to R 3
8. Q to K 2	8. P to Q B 3	38. R to Q 5	38. Kt takes Kt P
9. B to K 2	9. P to Q Kt 4	39. R to R 3	39. R takes R
10. B to Kt 3	10. P to Q R 4	40. P takes R	40. P to K 5
11. P to Q R 4	11. B to Q 2	41. P to Q 6	41. Q to R 2
12. Kt to Q sq	12. Q to Kt 3	42. Q takes B P	42. Q takes Q
13. B to K 3	13. B takes B	43. P takes Q	43. Kt to K 4
14. Kt takes B	14. P takes P	44. B to Q 5	44. Kt to Q 6
15. R takes P	15. P to B 4	45. R takes Kt	45. P takes R
16. Kt to Q B 4	16. Q to B 2	46. K to B 2	46. P to Kt 5
17. R to R sq	17. P to R 5	47. P to B 6	47. P to Q 7
18. Castles	18. Castles (K R)	48. P to B 7	48. P to Q 8 (Queens)
19. B to R 2	19. K to R sq	49. P takes R (Queens)	49. Q takes B
20. Q to K sq	20. Kt to R 2	50. Q to B 7 ch	50. K to R 3
21. Q to R 4	21. P to B 3	51. P to Q 7	51. Q to B 6 ch
22. P to K Kt 4	22. B to B 3	52. K to K sq	52. Q to K 6 ch
23. Q to K sq	23. P to Q 4	53. K to Q sq	53. P to R 7
24. Q Kt to Q 2	24. P to R 6	54. Q to R 2 ch	54. K to Kt 2
25. P to Q Kt 3	25. P takes P	55. Q takes P	55. Q to K Kt 8 ch
26. Q Kt takes P	26. B takes Kt	56. K to B 2	56. Q to B 7 ch
27. P takes B	27. Kt to B 3	57. K to Kt 3	57. Q to Kt 3 ch
28. P to Q B 3	28. K R to Q sq	58. K to B 2	58. Q to B 7 ch
29. Q to K 2	29. Kt to K 2	59. K to Kt 3	
30. P to R 4	30. P to Kt 4	Drawn game.	

GAME LXIII.

White. Mr. Blackburne.	Black. Mr. Burn.	White. Mr. Blackburne.	Black. Mr. Burn.
1. P to K 4	1. P to K 4	10. Q to Q Kt 3	10. Kt to K Kt 3.
2. Kt to K B 3	2. Kt to Q B 3	11. Q takes Kt P	11. Kt takes K B P
3. B to Q Kt 5	3. K Kt to Kg 2	12. Castles	12. Q to Q B 4 ch
4. P to Q B 3	4. P to Q 4	13. P to Q 4	13. Q takes B
5. Kt takes K P	5. P takes P	14. Q takes R (a)	14. B to Q B 4
6. Q to Q R 4	6. Q to Q 4	15. Q takes R	15. Kt takes Q P
7. P to K B 4	7. B to Q 2	16. B to Kg 3	16. Q to K 7
8. Kt takes B	8. K takes Kt	17. Q takes Kg Kt P	17. Kt to K B 6 ch
9. B to Q B 4	9. Q to K B 4	18. P takes Kt, and Black mates in three moves.	

(a) B takes Kt here is the best move, and gives a winning position. The game is played throughout by Mr. Burn in good style. Mr. Blackburne is clearly out of play.

GAME LXIV.

Black. Mr. Wisker.	White. Mr. Burn.	Black. Mr. Wisker.	White. Mr. Burn.
1. P to K 4	1. P to K 4	30. K to Q 4	30. P to K 6
2. Kt to K B 3	2. Kt to Q B 3	31. B to K sq (c)	31. B to K 7 (d)
3. B to K Kt 5	3. K Kt to K 2	32. Kt takes B	32. P to B 6
4. Kt to Q B 3	4. P to K Kt 3	33. Kt to B 5	33. P to B 7
5. P to Q 4	5. P takes P	34. R to R sq	34. P to B 8 (Queens)
6. Kt takes P	6. B to Kt 2	35. R takes Q	35. B takes R
7. B to K 3	7. Castles	36. Kt takes K P	36. P takes P (e)
8. P to K B 4	8. P to Q 4	37. P takes P	37. B to K R 6
9. P takes P	9. Kt takes P	38. B to Kt 3	38. P to B 3
10. Kt takes Kt	10. Q takes Kt	39. B to K 5 (f)	39. K to K 2
11. B takes Kt	11. P takes B	40. K to K 4	40. K to K 3
12. Q to K B 3	12. R to K sq	41. B to B 4	41. R to Q sq
13. Q takes Q	13. P takes Q	42. B to K 5	42. R to Q 7
14. K to B 2	14. B to R 3 (a)	43. B to Q 4	43. B to Kt 7 ch
15. P to Q B 3	15. R to K 5	44. K to B 4	44. B to Q 4
16. Q R to Q sq	16. Q R to K sq	45. P to K Kt 5	45. R to B 7 ch
17. K R to K sq	17. B to Q B 5	46. K to Kt 3	46. R to B sq
18. P to Q Kt 3	18. B to Q R 3	47. Kt takes B	47. K takes Kt
19. P to Q Kt 4	19. B to Q B 5	48. P to Kt 6	48. K to K 5 (g)
20. P to Q R 4	20. P to Q R 3	49. P to Kt 7	49. R to K sq
21. P to Q R 5	21. K to B sq	50. K to Kt 4	50. K to Q 4
22. K to B 3	22. P to K R 4	51. K to B 5	51. R to Q Kt sq
23. P to K R 3	23. B to R 3	52. B to Q B 5	52. R to K Kt sq
24. B to Q 2	24. B to Kt 2	53. K to B 6	53. K to B 5
25. R takes R	25. P takes R ch	54. B to B 8	54. P to B 4
26. K to K 3	26. P to K B 4	55. K to B 7	55. R takes P
27. R to K Kt sq	27. B to R 3 (b)	56. K takes R	56. P takes P
28. P to K Kt 4	28. P to K Kt 4	57. B takes P	Resigns.
29. Kt takes P	29. P takes P ch		

(a) Mr. Burn has already contrived to obtain a slight advantage in the opening. At this point, however, he should have played P to Q B 4,—as he declared on the conclusion of the game.

(b) The combination on which White now enters, although exceedingly ingenious, is certainly, as the result shews, unsound.

(c) If Black had now taken P with B, his adversary could only have drawn the game.

(d) White we believe relied too confidently upon this move. It is true it forces the exchange, nevertheless, that is almost always a costly luxury at the price of two pawns.

(e) We think B takes P would have been better play; but it is to be observed that the move in the text keeps Black's passed Pawn upon a file, the Queening square of which is not commanded by his Bishop.

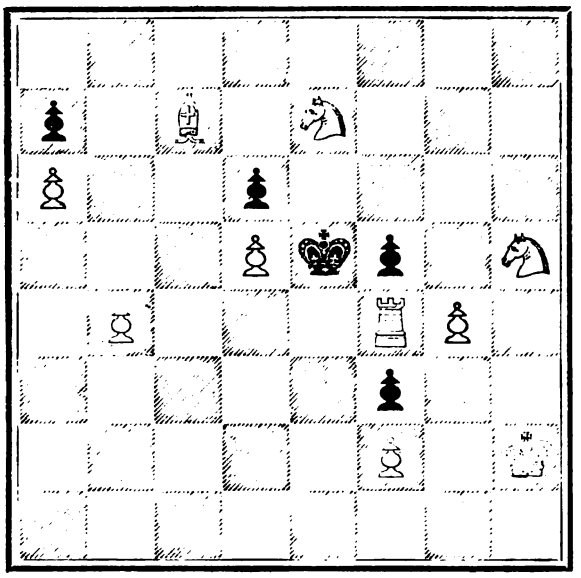
(f) The best move. From this point to the end Black plays with great judgment.

(g) It was suggested afterwards that White could have obtained a draw by playing at this point—K to K 3.

PROBLEMS.

PROBLEM No. XXV.—By R. B. WORMALD.

BLACK.

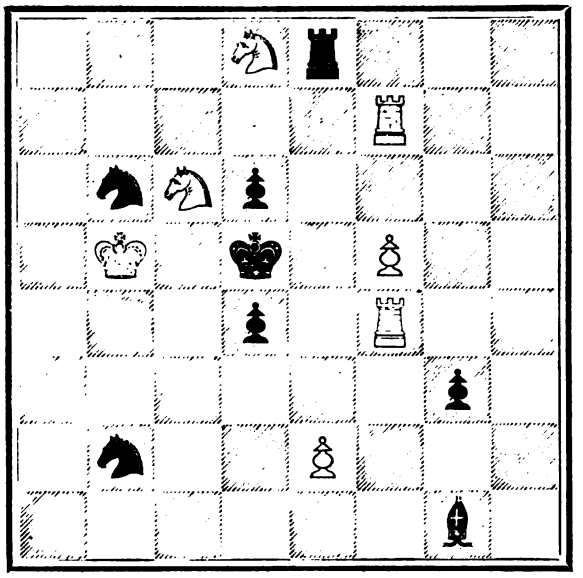


WHITE.

White to play and mate in three moves.

PROBLEM No. XXVI.—By V. N. PORTILLA.

BLACK.

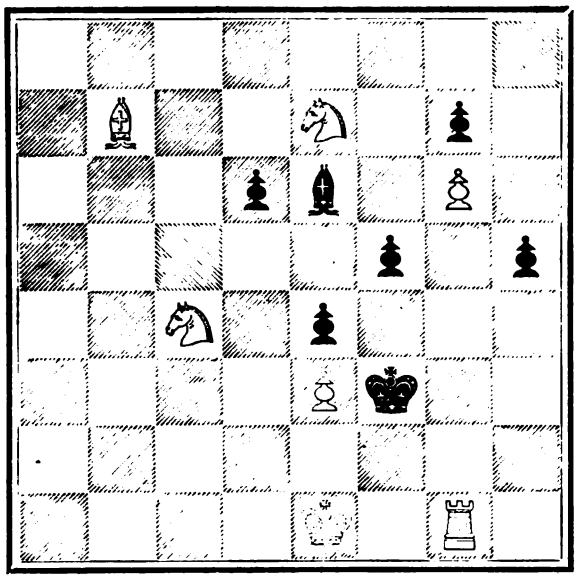


WHITE.

White to play and mate in four moves.

PROBLEM No. XXVII.—By T. SMITH.

BLACK.

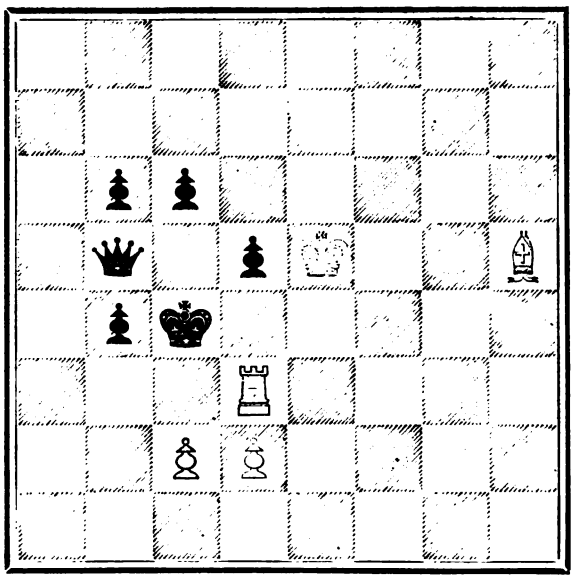


WHITE.

White to play and mate in five moves.

PROBLEM No. XXVIII.—By B. HORWITZ.

BLACK.



WHITE.

White to move and win.

SOLUTIONS OF PROBLEMS IN THE SEPTEMBER NUMBER.

No. XVII.

WHITE.	BLACK.
1. R to Q B 5 ch	1. Anything
2. Mates accordingly	

No. XVIII.

WHITE.	BLACK.
1. B to Q 8	1. P to Kt 5
2. B to B 7	2. Anything
Mates in two moves	

No. XIX.

WHITE.	BLACK.
1. R to Q B 7	1. B takes R best
2. R to Q B 2	2. P takes R
3. B to Kt 5	3. Anything
4. Kt mates	

No. XX.

WHITE.	BLACK.
1. Kt to B 5 ch	1. K to R 2 best
2. B takes B ch	2. K takes B
3. K to Kt 6	3. P to Kt 4 best
4. P takes P	4. P to B 5 best
5. P to Kt 6	5. B to B 4 best
6. P to Kt 7	6. B to R 2
7. Kt to K 7 ch	7. K to B sq
8. Kt to B 8	8. P to B 6
9. Kt takes B and wins	

WHIST.

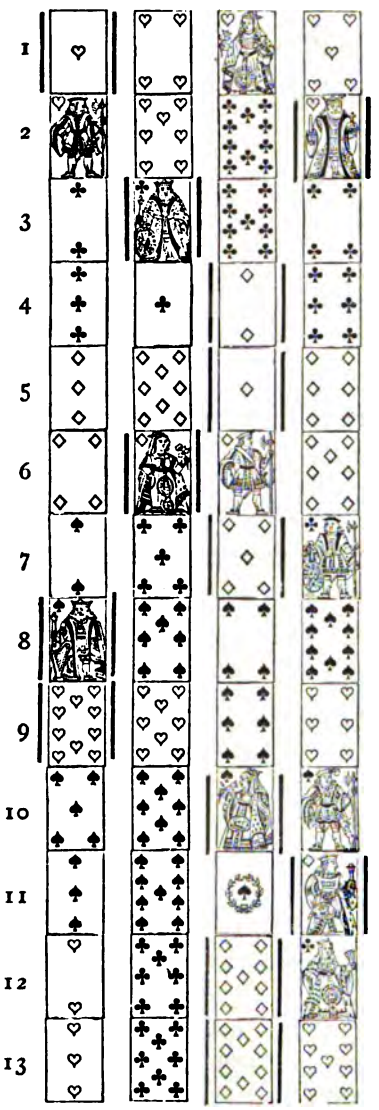
A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 16.

Played at the Westminster Chess Club, October 25, 1870.

B's HAND.—D A, Kv, 10, 9, 5, 2; C 10, 9; H Q; S A, Q, 6, 4.

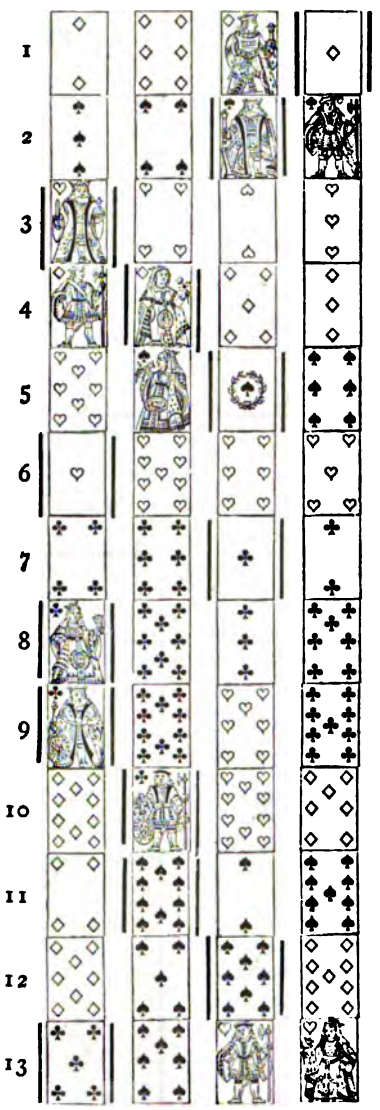
Score love all. D trumps.



HAND No. 17.

A's HAND.—C Kg, Q, 5, 4; S 3; H A, Kg, 8; D Kv, 10, 8, 4, 2.

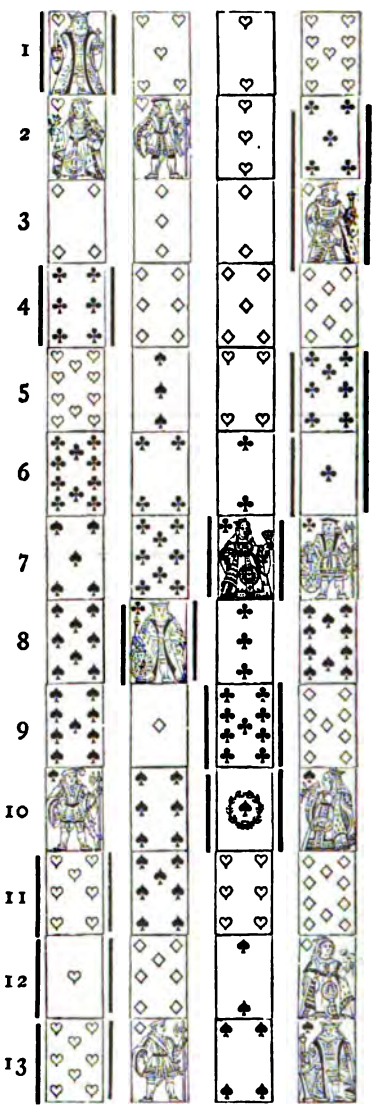
Z turns up C 9. Score—Love all.



HAND No. 18.

B's HAND.—C Q, 9, 3, 2; D 5, 2; S A, 4, 2; H 6, 4, 3, 2.

Score—3 all. Clubs trumps. Z turns up C 5.



HAND No. 16.

NOTES.—1. A having 5 of the suit leads the Ace. 2. On the fall of the Qn from his partner, A continues the Kv, having the second best. If he had led a small H, and B had not the King, B must have trumped, which is not A's intention. B commences a Blue Peter. 4. X plays to force B. 7. B knows that A has no trump. 8. A forced lead. It is useless to lead the trump; and the Spade is the only chance of getting in his partner for his H suit.

HAND No. 17.

NOTES.—2. Z is awkwardly placed. He leads correctly. 4. A plays somewhat timidly. The lead of trumps would surely be advisable here. 5. B knows the number of Spades remaining in each hand, and his very careful subsequent discards show how useful his knowledge is to him. 11. A's play here is very good. How often do similar positions occur, and how seldom are they availed of!

HAND No. 18.

NOTES.—5. X's lead allows one hand to trump and the other to discard. This should be avoided. 6. Rash. 8. Well played; one of the many nstances where it is necessary to clear the trump suit. A could only get in once.

JOTTINGS.

THERE are few subjects more worthy of attention than Forcing. There are two kinds of force,—the intentional, and the accidental. In opening a suit you may find your partner void. This would be the force accidental. You did not know your partner had none of the suit, and, under such circumstances, when it comes to your partner's turn to play, he must use his reasoning faculties, and bear in mind that you had no intention to force. He will use his discretion, remembering that the fourth hand will probably win the trick, return the suit, and force the original third player at any cost. The intentional force generally speaks for itself. Your partner leads a losing card, of which you have shewn you have none. He can have but one object, and that is, that you should trump. There is, at times, a difficulty in ascertaining what your partner wants, as when he leads a suit of which you may have the best, or if you have not the best, then you have none. In this position it is best to trump; but players are often very careless in placing their partners in this dilemma. If the leader has not the requisite strength to justify a force, he has played improperly; and as you cannot assume that your partner will deliberately force you without sufficient justification, you are bound to accept the force. The most common form in which this position occurs is when a suit is led out King Ace. On the second round, the leader's partner drops the Knave, and he may or may not have the Queen. In this position many people choose to assume the third player has the Queen, and, without any regard to their own strength in trumps, continue the suit, and they appear utterly unconscious that in thus risking the force they are doing any harm. Yet this is a deliberate force. Such players say, "I did not mean to force; I thought you had the Queen." But the risk should not be run. The suit should be changed, and if the original third player has the Queen, he will play it the first opportunity. Perhaps the most difficult form of a force is a 13th card. By the time a 13th card is played, you must have a tolerably good idea of the position of the cards, and where strength and weakness lie, and you ought to be able to judge of your partner's object in thus playing. To a bad player we would say, never play a 13th card; and if a very bad player is our partner, and he leads a 13th card, we should generally pass it; but with good players the case is different. The 13th card is a weapon of offence and defence; of great value in the hands of those who know how to use it, but of great danger in incompetent hands. A 13th card is very much like a loaded gun; useful in its place, but very dangerous in children's hands. The 13th card is led either to force the fourth hand, to place the lead in that hand, to make the fourth player lead up to a tenace; or it is led to obtain a strong trump from the leader's partner, not the absolute best as some players seem to imagine, but a trump sufficiently high, either to win the trick or to force something valuable from the fourth hand. *Par parenthèse*, let us say a word on the subject of the word best. There are players who, because the books say third hand play your best, therefore when they have an Ace and King put on Ace; and, *à fortiori*, if they have Ace and Queen, do not finesse the Queen. This of course is an absurd reading, peculiar to the youngest female Whist players; but when the tyro is told that on a 13th card he is to put on his best trump, he does not see that the word best is now used with the same meaning as before.

The Whist player's mind is a peculiar one. No proposition, no rule, no law can be stated to which he will not take exception. The most obvious meaning is sure to be perverted, and to hear Whist players argue one would imagine the writers on Whist use their language, not for expressing their true meaning, but to conceal their ideas. Until we attempted to understand Whist, and came in contact with the points that commonly arise at the Whist table, we never could understand the object of sermons. The preacher takes for his text sometimes a passage that neither he nor any body else can understand, and he preaches until he and his hearers are more mystified than ever; but generally, except the preacher gets on some crotchet about High Church or Low Church, or the scarlet lady, about which every one is legally justified in going mad, now-a-days, they preach on plain subjects, and they give for their texts, "Thou shalt not steal," a subject about which, except as applied to literary matter, every one ought to understand without much teaching; but the parson knows that if he does not continually preach, and point out what is theft, some one or other will find out a way of obtaining his neighbour's goods without his consent, and which, by some process of reasoning, the ultra-professing religious man will make out, to his own satisfaction, not to be theft. And so with Whist players; tell them that such a thing is unfair, and such a thing is contrary to etiquette, and they will find something else so closely allied to the condemned article, that no "fellar" on earth can see the difference between the genuine and spurious robbery. But, to return to our subject.

The position of the cards being known, it is constantly seen that by placing the lead in the fourth player's hand a game can be saved or won; and the object of the lead of a 13th card should be as evident to the third player as to the leader. It follows that the second player can generally defeat this by trumping; and if the object is known to the second player, as it is to the first and third, the attempt to place the lead in the fourth player's hand, except at the expense of the third player's best trump, will fail. If the third player is unable to see his partner's object in leading a 13th card, and the leader is of average strength, always play the best trump. When it is clear that the King cards in trumps are on one side, and if trumps be led they must fall together, a 13th card is frequently led to make the honors separately. Here, again, the object of the lead should be apparent to the third player as to the leader.

One of the most difficult positions that arises is,—when you are known to be void in a suit. Your

partner leads the second best of a suit. The most common position arises in the lead of A, Q, Kv and others. It is scarcely necessary to observe it can hardly ever be right to trump your partner's Queen. His object is to clear the suit; and if you trump the Queen, the King is still held up, and your partner's suit is not cleared. But you may have the second and third best, and you may have to lead this suit. If you want your partner to trump, do not lead the second best, but the third best. This is a little point that many good players appear to forget. In leading the second best, your partner is necessarily in a difficulty; he does not know whether you want the best played to make the third, or whether you wish him to trump; in this position, therefore, do not put him in this dilemma. It will occur often enough that the second best is your only one, and if you lead it your partner is certain, if you have attended to this point, and you are a careful player, that you want him to trump. Attention to little matters simplify the game very much; and as you desire, if you are one of the modern school, to make the game easy and comprehensible to your partner, keeping these points present to your mind will prevent confusion and annoyance. To play well requires a cool head. It is necessary to read, that is, to follow the hand with intelligence; and if your partner gets flurried, and thrown out by a little difficulty like the one on which we are speaking, the difficulty is of your making, and the consequence must be on your head. We don't believe there is any royal road to knowledge; but we do believe that a good master will always simplify matters for his pupil or partner, so as to avoid all kinds of complications that in the nature of things can be avoided. There is a position referred to by Hoyle, to which we have not referred. It is when your partner leads a card, and is ignorant that you are void. The second hand trumps. If you, third hand, have four trumps to an honor, or even to a 10, with a good suit and a losing card, throw away the losing card; do not over trump. It is a point difficult of application, but it sometimes occurs, and may be acted upon with success if done judiciously. Of course, the case assumes the force is not an intentional force, and the reasoning on which it is founded is, that you are not to sacrifice your whole hand for the sake of one trick. On the case assumed you have a fair chance of success in bringing in your long suit. Take away your fourth trump, and your chance has gone. In addition, by this method of play, you have told your partner your suit, and you have told him also that you have four trumps, and this information should be worth the trick. Remember, too, the case assumes that the occurrence takes place early in the hand; and in the suit led your partner is, to some extent, safe.

We must remember, however, that Hoyle wrote on Long Whist, and we fancy the tactics here recommended must have referred to the time when the game was young,—probably love all. According to our experience, it seldom answers to refuse to trump, and therefore to over-trump early in the hand. We cannot say it should never be done, but in the large majority of instances, when playing against good players, we have refused the force, thinking at the time we should gain by so doing we have failed to realise the advantage we had anticipated. Sometimes the position of your adversary's cards being known to you, it may happen that it is advisable to pass a trick in trumps, as the following example will shew: We knew that our partner led his only trump, and we knew also that the two best trumps were over us. The card led was the seven, second hand put on the eight, we had the Kv and six; we wanted one trick to save the game; if we put on the Kv we knew the last player would win the Kv and draw our last trump; but by passing the eight, there was a chance that our opponent would give his partner credit for the Kv, and let us make the Kv. This sort of case can only arise where you know the position of the cards and your adversary does not. It is a ruse, like all other ruses, to be used only with judgment, and will seldom succeed except against moderately bad players. A real bad player can never be taken in by any card you play, for he knows nothing about your cards, and your manœuvres to blind him are thrown away, because he cannot see.

There are times when it is advisable to refuse a force. We do not mean an intentional force on the part of our partner. To refuse this can never be justified unless you insure a particular score, or game, from your own hand. You refuse a force of an adversary when by so doing you can gain two tricks; you refuse sometimes to exhibit strength, in which event the refusal is equivalent to a demand of trumps. We refuse sometimes when we have a reasonable chance of getting in and drawing the last trump to bring in our suit and there are instances when we must refuse because to get the lead is destruction; some people refuse for no earthly reason that the human mind can imagine, as in the following case that occurred in actual play during the past week:—

A's Hand—D Kg, Q, Kv, 10, 9, 3; S Q, 7, 4; H 10, 9, 2; C Ace	B's Hand—D 8, 7; C 9, 8, 6, 2; S Kv, 8, 6, 5; H Kv, 6 4
X's Hand—D Ace, 6, 5, 2; C Kg, 5, 4, 3; H Ace, Q, 3; S 5, 2	Z had the rest of the cards.

A's first lead was a Diamond, won by X, who led Clubs, won by A, who then led Diamonds, trumped by Z. Z led out two round of trumps, and then returned his partner's lead of Clubs, trumped by A. A followed with four Diamonds, none of which Z would trump. B had the opportunity of discarding at pleasure and ultimately must make one trump. The game was lost, simply because Z would not part with the best trump.

We set out this hand, not because there is anything in it, but to show the point that men will lose a game rather than give up a crotchet; to shew, again, how idiotically some people can play, when the most ordinary observation would shew that no good can come from the tactics pursued. It is with a pang we part with our best trump; but there are certain operations that must be undergone, and it is better to get them over as soon as possible. Anyone, except a baby at the game, could have counted the Diamonds and known

how many A had left, and if cards were not played without the least regard to the evidence of the senses, no man could have gone on passing the Diamonds. This extreme case we hope will never occur to our readers; but the moral of the case does not lie in this, but on the chance that the player with the long suit may not be able ever to get in for his suit, and this is a point that weak players never seem to bear in mind, and we may suggest that it is a difficult operation to get in to bring in long suits; and as another fact, scarcely ever recognised, that it is more difficult to get in twice. To a bad player, having the best trump, who desires to know when he should pass a winning trick, we say, "Never;" to the moderate player we repeat the advice, unless he has an accurate knowledge of the position of all the cards; to the good player we say nothing, because he will be guided by circumstances; but to the duffer we say, "If you play with a good player, and he ever presumes to pass a trick, give him credit that he has a reason for it, and do not grumble because the result does not turn out as you desire."

DOUBLE DUMMY PROBLEMS.

By F. H. Lewis.

No. XII.

A's Hand.—S Kg, 6, 2; H 6, 4; C Q, 10, 4.
X's Hand.—D 5, 2; S 5; C Kv, 9; H Q, Kv, 3.
B's Hand.—D 10; S A, 4; H A, Kg, 10, 8; C 5.
Z's Hand.—D 3; S Q, 7, 3; H 9, 7, 5, 2.
D Trumps. A to lead, and A and B to make 7 tricks.

No. XIII.

A's Hand.—H A, Kg, Kv, 3; S Q; D Q, 3; C 3.
X's Hand.—H 10, 7; S 9, 8, 7; D 6, 5; C 9.
B's Hand.—S 6, 5, 4, 3, 2; D A, Kg; C Kv.
Z's Hand.—H Q, 8, 4, 2; S 10; D 4, 2; C 10.
C Trumps. A to lead, and A and B to make 7 tricks.

No. XIV.

A's Hand—S Kg, Kv, 9, 8, 2; H A, Q, Kv, 9, 2; D Q, 9; C 9.
X's Hand—S 7, 6, 4, 3; H Kg, 3; D Kg, 8, 3; C Kg, 10, 8, 5.
B's Hand—S A, 5; H 5; C A, Q, 7, 6, 4, 3; D A, 5, 4, 2.
Z's Hand—S Q, 10; H 10, 8, 7, 6, 4; C Kv, 2; D Kv, 10, 7, 6.

Spades trump. A to lead, and A and B to make all thirteen tricks.

CARDS.

The names of De La Rue and Cards are so intimately associated in the minds of the public that it would be impossible to speak of the one without the other. De La Rue being the embodiment of Card makers, it becomes us to place them in the van in our annual review of Cards. For some years past De La Rue have not only been regarded as the chief Card makers, but as the Firm possessed of more taste than any other. We look, therefore, with considerable interest to their productions to find a new idea—a new beauty in form or combination. The prettiest Cards of their present manufacture are the Indian Jonquil (207), Crocus (234), Sweet Pea (220), Fuschia (219), White Rose (195), and the Cotton Plant (871). In those houses where the ladies reign supreme (and where do they not) we shall expect to see these the favourites for the year. We do not think these are new patterns. If our memory serves us right, the Chinese Flower, the Indian Shawl, the Indian Feather, and the Persian Diamond are new. Neither of these, to our fancy, look well by day-light. They all look well by candle-light. As Cards are bought by day-light, we do not anticipate these patterns will be sufficiently appreciated. We never saw an Indian shawl of the pattern or colour of the Indian Cards, but that is our misfortune. All these are drawing-room Cards, except the Chinese flower, which so far as our eye can judge would do for Club play. The Black and Gold Cards are not equal to Goodall's. The Geranium is hideous; so also is the Wallflower. The Gold Moguls are all of small patterns, neat and plain, and the colouring is remarkably good, and for elegance of design there is no doubt De la Rue and Co. stand first amongst Card makers. Their tinted Club Cards are much improved, and they rank in our opinion second-best. Any person desiring to choose a Card must be fastidious indeed not to find a pattern to suit his taste. The faults in the make of the Cards are, that they scratch more readily than others, and they are too thick; and their good qualities, besides beauty, are, that they are pleasant to the touch, and they deal with comfort.

Messrs. Hunt's are the Cards with which we have most frequently played during the past year. They are very durable, and rank first, as regards quality, amongst all the Cards. They do not split, or bend, or break at the corners, or commit any other enormity. The tinted Club Cards are the best of all the tinted Cards, and they deal with ease and comfort,—a point to which Messrs. Hunt and De La Rue alone seem to have turned their attention. The tinted Card naturally would be the Club Card everywhere, and it is only because they are

imperfectly made that they are not universally adopted. The fault of Messrs. Hunt's Cards is, that they are more expensive than others, and hence it is only the connoisseurs and gamblers that buy the Cards. The one because they like the best article that can be got, and the other because the less defects in the manufacture the less chance of an advantage being taken by the unscrupulous. In looking through the patterns of this year, we miss many of the Floral pattern, and all the birds but one; but then we have plenty of new ones. The first is called the Classic, and is designed by Mr. Leighton, the eminent Artist. This is a step in the right direction. If Mr. Leighton will take the trouble to study the subject, we shall certainly have better designs, and better colouring. We cannot say we quite approve this Classic pattern; it is too stiff, but it is very neat. To our fancy Messrs. Hunt's artists use too much yellow in their colouring. The Roman pattern is taken from a piece of tessellated pavement found in Bucklersbury. The colouring is better than any other Card we have seen, and the design is remarkable. In this age of fancied progress it is somewhat strange to find better designs and better colouring produced by the ancients than ourselves; but so it is. The Persian Vase we should scarcely have had if Messrs. Hunt had done us the honour to read our last year's article, and the same remark applies to number 60. The Oxford, Cambridge, and Christ Church Arms are very good of their sort; we also like the Nabob and Japanese; but for Club purposes it is scarcely necessary to add the speckled, and speckled gold, and the tinted Cards are the nearest to perfection of any Cards that are made. Number 56 is a good useful Card which we can recommend.

We have hitherto done Messrs. Joseph Reynolds and Sons an injustice in assuming that their patterns were very limited in number. The patterns for the present season are, at any rate, sufficiently numerous, but we find the same fault with them that we have hitherto done. This consists in a want of taste. It has fallen to our lot, as we dare say it has to many of our readers, to furnish a house, or perhaps to buy a chandelier. We have gone to a large shop, and seen what appeared to us very nice furniture and very elegant chandeliers, but when we got the goods home they were always too large for the room. The chandelier was the same chandelier that looked so elegant in the big shop, but when it got home, in our modest apartment it looked hideous. This is the defect in Messrs. Reynolds' taste. They take a chrysanthemum, and have it drawn with pre-Raphaelite precision, and they think because the flower is perfectly drawn (as it is), therefore the Card must be a beautiful Card. If this were so, there is no reason why a rhinoceros drawn life size should not make a handsome design, but we fancy the Card would be an inconvenient size. Messrs. Reynolds manufacture plenty of plain good useful patterns. Their Cards deal well. Their chief defect is caused by the use of inferior paste. The consequence of this is that the Cards split, and we may add they are more carelessly put into packs than any other maker's. Messrs. Reynolds supply cards of the Mogul quality cheaper than any of the other principal makers. Our old friend, "Keep your temper," has, we are sorry to say, faded away. We suppose Messrs. Reynolds found it utterly useless to try to prevent the Card players losing their temper, and we are sorry to say we are obliged to agree with them. The prettiest of their make are the Gladiolus, Azalea, Calceolarius, Mulberry, Strawberry and Cherry; and the first, third and fourth of their first page. The fifth and sixth are sticky. None of these six are good by daylight.

Neither Messrs. Willis, Messrs. Bancks, nor Messrs. Goodall have sent us their new patterns, and we cannot therefore speak about them. We have heard that Messrs. Willis have brought out some very good patterns; and the chief point in favor of Messrs. Goodall is, that they make their cards of the best materials, and a little thinner than either De la Rue or Hunt; and the cards keep quite flat, no matter how much they are used.

TO CARD SELLERS.

ALTHOUGH the Cards supplied to the trade still retain the old wrapper, announcing that any person selling Cards without a license will subject themselves to the penalty of £20; for the information of retailers we repeat that the Act imposing the license is repealed. The wrapper retained by a pseudo-Liberal Government, on its usual cheese-paring policy, is simply to save about £5, the value of their old wrappers. Rather than lose this sum the Government do not hesitate to lie in a good cause. Perhaps when such very high minded men as Mr. Gladstone say what is not true in print it is no longer a lie!

The same policy is followed by the Post Office, who, to get an occasional extra halfpenny out of us decline to register this periodical as a newspaper, because it does not contain "news." When shall we see the Treasury ruled by men educated elsewhere than at the Old Bailey? Surely the race must be nearly extinct; or, have all the Old Bailey practitioners been engaged by the Crown? The Government should be called, "The Penny Wise and Pound Foolish Government." Messrs. Gladstone and Lowe have one house between them, on which they depend for existence. These wise men will not pay 1s and 6d in the £100 for its insurance; in other words, they will not risk eighteen pennyworth of their popularity to place their beloved country in a proper state of defence.

CALABRASELLA.

TRAVELLING in Italy, oblivious for the moment of the beauties of Nature and the works of art that surround us, one could never fail to be struck with the number of Priests in proportion to the population. Those great, fat, bull-necked men, with heavy jaws, smooth greasy faces, and bleary eyes, as they walked along the streets were to us an abomination; they realized our idea of over-fed animals of the lowest type. But, see, those Priests enter a Café; let us follow. They call for cards, and sit down to their national game. The glassy eyes become bright, and the dull countenances full of life. They are playing Calabrasella, which we mentioned last month, and which we now proceed to explain.

In common with several Italian games, it is played with forty cards; the eights, nines, and tens of a common pack being left out. De la Rue and Co. supply packs adapted for the game. The value of the cards are as follows: three, two, Ace, and the others rank as at Whist. The four is lowest; the three highest. Three persons play. The cards are cut; the lowest card deals. The cards are dealt—according to Cavendish—two at a time, in regular rotation, beginning to the left. Each player thus receives twelve cards; and the four remainder form the stock. The first player then looks at his hand, and makes up his mind whether he will stand or not; and if he elect not to stand, the second player decides whether he will stand or not; and if he decline likewise, then the third player can stand. If all three refuse, the cards are thrown up, and the deal passes. If, on the other hand, the player elect to stand, as it generally seems right to do, he claims any three from his adversaries; and if either of them has the three claimed he must give it up, and the single player must give a card in exchange. Cavendish does not say whether the card thus given is to be seen by the third player, but we assume he has not the right to see it. If the single player has the four threes, he may, in like manner, claim a two. The single player then has a right to discard from one to four cards (he must discard one), and exchange them for a similar number in the stock. Having declared the number he will take in, the stock is exposed on the table, and the single player takes in the declared number, leaving in exchange, face downwards, the cards thrown out, which, with the cards left, form a new stock. The stock is not again seen until the end of the hand. The single player is now opposed to the two others, who act as far as possible in concert, *i.e.* they each play to favour the other, and to the detriment of the single player. It is not the object of the game to win tricks, except the last (the winning of which counts three, and has the further advantage of carrying the stock, and therefore anything countable therein), but to win the threes, twos, Aces, Kings, Queens and Knaves. The Aces count three, and are therefore of the greater importance. The other cards named count one: the total score is thus 35. When the whole hand is played, the winner of the last trick takes the stock and adds them to his own pack, and the contending parties then look through the cards to ascertain how many points his side has obtained. Whatever side has obtained the largest number of points wins the difference gained. Thus, if the single player has won 30, and the other two players five, the two players pay 25 points each to the single player. If the position be reversed, and the two players have together obtained 20 and the single player 15, the single player pays five to each of the two other players.

The game is in all respects a capital one, and the best that we have ever seen for three players. It is easily learnt; it is full of life; it has sufficient of the gambling element,—luck; and there is plenty of room for skill. It is more easily learnt than Spoil Five; there is a sufficient strain on the memory; the same faculties that are necessary to make a good Whist player and a good Piquet player are useful here. Observation, quickness, perception, will all stand in good stead. There is the same chance of bringing in a long suit as at Whist; the same necessity for cards of re-entry, and for guards to the second best of a suit as at Piquet; and we have therefore all the elements of a good game. We have not stated, as is the fact, that there are no trumps, and no mis-deals; that you must follow suit if you can, and the trick turned cannot be seen again. In playing the game you know the cards in your own hand: secondly, you know what three it is the single player has obtained. You judge from your own hand whether that three was called for to make a suit, or as a card of re-entry. Then again, you see four cards (the stock), and you know which of the cards the single player has taken, and what left; and from these intimations you surmise the adversaries' suit, and you will do all you can to protect that suit. Then again, by your partner's discards you will soon know in which suit he is strong. When your partner has won, or is certain to win a trick, play your Aces and counting cards on to the trick. If your adversary is winning a trick, throw away your rubbish. Remember a two rather than an Ace. Try to win the last trick, because it not only counts three, but will probably contain counting cards. We have said enough, we trust, to induce our readers to look into the game. We cannot say Cavendish has given us much information on the subject, but we do not want to grumble. This is a minor evil compared to overloading a game. He has brought to our notice the best game for three we have yet seen; and, as it stands, any child can understand it; and we hope that in the ensuing winter it will supersede that pest—Dummy; that slowest of slow games—Besique; and we really think with a good trial it would throw out Pool Piquet; and we hope we may add three-handed Whist will be heard of no more. Perhaps we may properly suggest that unless you want to gamble, the points should be very moderate, for small stakes may run into money. The first hand we played, the elder hand "passed," and we (second hand) played single, and obtained the whole 35 points

Each player had therefore, according to Cavendish, to pay us 35 points each. In Italy, as hereinafter stated, we should have gained 70 from each. The next hand we were elder hand, and made 30. This was, of course, great luck; but it will, perhaps, be a warning to beginners to bear in mind that 35 and 30 shillings lost in about ten minutes is rather extravagant. Do not be afraid to begin with too low a denominator. We have not yet seen this score equalled, and may never do so; but we have no sufficient statistics to judge what is likely to be an average; and averages after all are very little use. It is not the average that does harm, but it is the extreme cases that ruin the young gamblers. Speaking roughly, it seems to us that one penny points is about equal to one shilling points at Whist, and that the play would be about four rounds an hour. The game is played in rounds. Cavendish's laws are silent on the subject, but we think a player may ask his partner whether he has one of the suit led to prevent a revoke,—the penalty for which is heavy, viz., the non-offender can take nine points from his adversary, and add the nine to his own score. We have not explained that the elder hand leads, although he may have passed, *i.e.* although he has declined to play against the other two. When you become second player, and declare to stand, you must bear this point in mind in making your discard. What may be a very good discard with the lead may be a very bad discard as second player. With the lead your suit is determined, but second player you have to get in before your suit can be used, and you therefore have to look for more guards to your hand than you otherwise would. At first sight it would appear that if the elder hand passed, the second player would be in a better position because of the knowledge that one hand is weak. But except the second hand is very good, the third player is very strong, and one strong hand is better than two indifferent hands, and the question of the lead is so important that it appears to us it requires a better hand to stand second than first. If the second hand passes, and the third hand stands, he would have a great advantage because he is last player, and is therefore led up to. The first difficulty is to realize the fact that to obtain a trick (except the last) in itself is no benefit. It is the contents of the trick you must consider. The rule for playing through the strong, and up to the weak, is as important here as at Dummy. To lead out winning cards of suits of which your partner has none is of great importance to enable your partner to throw away his Aces on your tricks.

In the game, as played in Italy, if either side wins the whole 35 points the losing side pays double. The cards are there dealt in fours, and we have the authority of A Story in "Rota di Roma" for the following:—

"The first hand in every trick has the right, in playing his card, to strike it on the table, and thus to indicate to his partner that he wishes him to return the lead; or to drag it along the table to indicate the opposite."

The language is not very clear, but perhaps this is the idea pervading the minds of some of the old Whist players who bring down their cards with emphasis. The rule if understood is of course fair. If not, so to play would be cheating. Another point omitted by Cavendish is, that if the single player takes in a card before he has discarded he loses the game. Before sitting down to play, it would be best to decide to play by Cavendish's rules or *vice versa*. One set of laws is sufficient, and Cavendish's laws are written with clearness and precision, and we can recommend them with confidence to our readers.

A GROWL AFTER WHITE'S CROQUET PARTY.

22nd July 1868.

A PLAGUE on you, White,
'Tisn't fair! 'tisn't right
To keep a poor fellow awake all the night,
When others have found how to lay 'em!
I slept not a wink;
I only could think—
The stars were all Croquet Balls, learning to blink,
And it puzzled my head how to play 'em.

There were three in a row,
(What they call 'em don't know),
But they looked jolly dogs as I sat down below,
And wished for a mallet to whack 'em;
Just think how they'd race,
When spinning through space,
And roqueting comets and moons out of place!
'Twould be more than a joke should one crack 'em.

Cloud-skirts, soft and fleet,
(Did they hide Angels' feet?)
Would give special star a cunning retreat,—
Like ball slyly hidden from danger;
Which, when the turn's past,
No more is o'ercast,
But flies toward its victim so merrily fast,
Little sure-hitting, unwelcome stranger!

The clock of the tower
Rang hour after hour,
And I, still compelled by a slumberless power,
Cursed folly you hooked with temptation!
I wish your next game
Would serve you the same,
And give you the penance as well as the blame,—
You'd respect then one's nerves' irritation.

ROBT. B. HOLT.

CROQUET.

THE dead time of the year for Croquet has arrived, not at all too soon. The game has, perhaps, been carried on a little too long to please those who are not sufficiently warmed by enthusiasm to think it great fun to go on playing in wet grass, just crisped over by a nipping frost. *Ne quid nimis* is an excellent motto, and the All England Club have, we think, wisely observed it in postponing their Autumn Meeting till the Spring of next year. The National Club, which without being the most self-asserting is probably the most leading Club in England, ended their season many weeks back, with the contest for the Championship, in which Mr. Law so brilliantly defeated Mr. Whitmore, after that gentleman had won from Mr. Peel the laurels of the Wimbledon Contest. The latest event has been the meeting of the Sussex County Club, in which Major Lane came off victorious, Mr. Lillie, of the N.C.C., being amongst the defeated. This is, we believe, the first instance in which the A.E.C.C. has been successful against its formidable rival, the N.C.C. The latter Club has won almost all the honours of the year, the principal prizes at open meetings having been borne off by Mr. Law, Mr. Peel, Mr. Whitmore, Mr. Elsmie, Mr. Muntz, Mr. Baker and Mr. Macfie. All these gentlemen belong to the leading Club, and the first five are, as we see by the printed rules, members of the committee.

The season having come to a close, players naturally turn to the important question of the revision of the Laws. On this subject there appears a long letter in our contemporary, *The Field*, with the signature of Mr. Luxmore, and a note by the Editor, evidently of the pugnacious order. Our readers may recollect seeing a very sharp letter in our last impression, by "Latakia," who very boldly accuses the great sporting journal of being "the most one-sided, *as well as* the most quarrelsome paper going." Judging by the note we have alluded to, the Editor of *The Field* seems determined to keep up the character he has been given, and it can hardly be denied that the art of bringing up old grievances, and rubbing up old sores, has never been carried to a higher perfection than by our able contemporary. We must take the liberty of criticising the letter of Mr. Luxmore, because the work of the Conference is one of great importance to the future of Croquet. We notice first that Mr. Luxmore claims credit for having first suggested the necessity of bringing the Clubs together for the purpose of making a code; but, referring to the pages of *Land and Water* and *The Field*, we find that the suggestion was made in the first instance by the N.C.C., and afterwards acceded to by the A.E.C.C., and Mr. Luxmore's letters merely came after, as criticisms of the proposal. We cannot permit Mr. Luxmore to deprive the Clubs of their due merit, however unimportant the matter may seem. What Mr. Luxmore's letter further says is, that the Country Clubs cannot come up from such a distance this year. Why not? If they came up twice last year, why should they not once this? If we remember rightly, there were upwards of thirty gentlemen present on both occasions last year; quite a sufficient number to ensure a set of rules in accordance with the general views of the country. The next proposal is that a committee of five should be appointed, who should communicate with the Country Clubs, and thus settle the business. Mr. Luxmore does not seem to see that there is no power to appoint them, except the Conference itself. We wish to avoid all the evils which would arise from any jealous feeling that may exist between the A.E.C.C. and the N.C.C., especially considering the pugnacious character of the paper, which is (we had almost said unfortunately) the recognised journal of the former Club, and it is only by the exercise of the superior authority of the Conference that this jealousy can be prevented from doing harm. There could be no doubt as to the names of at least four of the gentlemen who, if such a committee were formed, should be placed upon it—viz., Mr. Law, Mr. Peel, Mr. Riky and Mr. Whitmore—but is it to be supposed that every one would be contented with this arrangement? It is clearly not feasible. What, then, is the proposal of *The Field*—the counter proposition to Mr. Luxmore's? Why it is simply that the principal writer of that paper, Mr. Riky, should be made sole arbiter in the matter. A very modest proposal. Not that we wish in any way to cast a slur on Mr. Riky's impartiality, much less on his ability; but the fact that he is proposed by *The Field*, and is a writer in that paper, appears to us to be tolerably conclusive. Writers naturally have a penchant towards the views of those papers to which they contribute, or send letters. But another and more substantial objection is, that the revision of the laws by one single individual would render a certain distrust of the laws inevitable.

We cannot pass the question over without taking notice of the rest of the note to Mr. Luxmore's letter. "A Committee," says the editor, "was appointed last year to do the work suggested by Mr. Luxmore, and after they had worked for more than a month, the result of their labours was thrown over by a second conference specially packed for that purpose." Our readers will see that our remarks have not been too severe. If *The Field* can possibly resuscitate an old quarrel that should long since have been laid at rest, it will infallibly do so. The conclusion of the note is in the same strain: "So long as such unworthy and unscrupulous proceedings are allowed by country clubs, the game will have difficulties to meet for which it is not responsible." Very complimentary all this to the country clubs! They allowed themselves to be "packed" (it is not said who by) for the purpose of overthrowing what *The Field* would induce us to think was a first-rate set of laws, and they sanctioned by their meeting and by their votes "proceedings" at once "unworthy and unscrupulous." This must be written, we suppose, to please and conciliate the twenty or thirty secretaries who

met on the occasion. This must be the "encourager les autres" policy. We must say that the word "unscrupulous," from the pen of our contemporary, at first excited a smile. We are aware that the Editor, whilst he abuses others, has, at all times, given himself the character of a thoroughly impartial and, in every way, disinterested man. We are forcibly reminded of Mr. Fielding's description of one of the habits of his hero, Jonathan Wild. "Mr. Wild," says Fielding, "had the word 'honor' always in his mouth." We cannot always take men at their own estimate when they are always praising themselves; nor can we always accept their opinions of others, when the course of their opinion is almost invariably—abuse.

Since writing the above, a second proposition has been made in *The Field*, by D. J. (whoever that individual may be), that a committee should be formed of five gentlemen of the N.C.C. and five of the A.E.C.C. to undertake the revision of the established laws of Croquet. We really do not know how many writers have not come forward making propositions of this sort without the slightest reference to the rights or the wishes of the Conference itself. We cannot two strongly repeat that there is no power whatever in any Club or Clubs, and certainly not in any individual, to appoint any committee, or any arbiter to alter the existing code. The power rests alone in the Conference generally, to whom the property of the code belongs. This property is held in trust by the two Clubs, but they are not possessed of any right to alter or revise the code without the full consent of the Secretaries of country Clubs. Any single member of the general body, that is to say, any member of the committees of the two principal Clubs, or the Secretary of any country Club could object to, and, we imagine, prevent any alteration of the code except such as might be made by the Conference itself. We trust, therefore, that we shall hear no more of wild and ignorant schemes as to the appointment of committees or arbiters; and we trust that the National Club, to whom the privilege by precedent belongs of calling the Conference together, will settle the matter by issuing the due notices, and fixing with the A.E.C.C. the time of the meeting; if the calling together of so large a body is thought inconvenient for the future, it will be in the power of the Conference to appoint a standing committee, or to delegate its own powers in any way it may think fit. But such a measure can only, as matters now stand, be taken by the Conference itself.

As for the proposition, alluded to above, to have the laws revised by a single individual, to be appointed by *The Field*, that of course is a mere journalistic attempt to get the power of the Conference transferred to the hands of the Paper, and must necessarily fail. It is of great importance that the code should retain its authority, and that can only be done by the Conference retaining, and jealously guarding, its power and right of Revision.

DRAMATIC NOTES.

Our prophetic utterances of last month have been fulfilled sooner than we anticipated. We stated our conviction that the novelties of the season, besides being bad plays in themselves, had not even the elements of pecuniary success. And they have all disappeared, with the exception of *Amy Robsart*. *Handsome is that Handsome does*, and the emancipated Mr. Compton, have yielded to *Little Em'ly;* the *Rapparee* has given place to *Peep o'Day* and *The Great City*, of which more hereafter; and *Innisfallen* is no more, having expired, partly from inherent weakness, partly from the severe illness of its author and producer. That *Amy Robsart* is a triumphant success we are told, not only by a string of advertisements a column long but also by the author himself, who ingeniously manages to convey this information in a letter to the *Daily Telegraph*. We are quite content to admit its success, provided that its claims as a spectacular exhibition are alone asserted, and no reference is made to good writing or good acting. These have no part whatever in the play, and it is therefore the more to be regretted that the critics should, unwittingly we trust, allow their hasty and ill-considered praises to be turned into printed puffs for the entrapping of those provincial or casual playgoers who now fill Drury Lane. By all means let us have spectacle and ballet combined if an audience, or rather spectators, can be found for it, though we might suggest that it could be better done than is the case at Drury Lane; but let it be clearly understood that no effort is made to please the intellect or true dramatic taste.

Amidst the dramatic doings of the month, two things alone call for any serious notice, one being the production of *Fernande*, in an English form, at the St. James's Theatre, and the other the desperate, and we hope and believe, unavailing attempt to force rabid sensationalism down the throat of the British public.

The production of a "revised" translation of *Fernande* is interesting, both from the nature of the play itself, and from the acting, truly magnificent, of Mrs. Herman Vezin. That the management should have brought out Sardou's play in such a manner as to make the author's motives obscure is, perhaps, to be regretted; but having brought it out at all, we do not see that they could have treated it in any other way. Sardou, himself, was obliged to tone down the incidents of Diderot's novel, from which he took his play, but,

even as he has made it, it is not a play for a mixed assemblage of either English or French people. This being the case, we confess to an utter amazement at the opinions put forth by the critics. Surely a critic ought to be, as the derivation of his name imports, a judge; that is, a person holding and giving utterance to impartial views. But our critics, one and all, take up the side contrary to the public, and abuse unmeasuredly this long-suffering beast, because the immorality has been weeded out of the play. Amidst much reviling, the old allusions to "insular prejudices" and "national prudishness" are freely advanced; and, reducing the whole question to a nutshell, we arrive at the conclusion that the British public is to blame, because the sacred few lost an evening's enjoyment. We can quite believe that the "distinguished" audience which assembles in the stalls and boxes on first nights, and which mainly consists of literary and dramatic lights *and their suite*, would be much more gratified to hear Sardou's play as it was written, and others of the same kidney, than to have a dull element of morality introduced. But when we consider that they only come on first nights, and as a rule do not pay for their seats, it would be hardly profitable for managers to consult their peculiarities. At the same time these gentry should recollect that there are two kinds of British public—that ignorant and vulgar type which bases its opinions on the verdict of the daily and weekly critics, and also another type which likes to judge for itself, and objects to be abused in the so-called interests of art. Having said thus much, we are bound to admit that the play becomes somewhat obscure by the rigid revision it has undergone. By making Clotilde a model of propriety, the adapter causes her deep revenge to be unintelligible; and by converting Fernande into an innocent girl, he makes Andre, who has been an ass all through the play, to become also a prig at the end. But all these blemishes will be forgotten and condoned by the spectator in witnessing the perfect acting of Mrs. Vezin. The conscientious playgoer, who has, in the pursuit of his favourite enjoyment, for many years been wearied, bored and disgusted by imperfect delineation of female character, will find his reward in Mrs. Vezin's impersonation of Clotilde. There is absolutely no fault to be found with it; and the lady may, without hesitation, be put down as the best actress living in this line of the drama. Her acting in the second act cannot be described; it must be seen. In a lesser degree Mr. Farren and Mrs. John Wood are entitled to praise, and Mr. Brough made a meaningless character tolerable by his possession of that rare quality, repose. The character of Andre demands an exponent of the greatest ability, and therefore it is no discredit to Mr. Lin Rayne that he was not able to prevent himself from appearing weak and silly.

If we were to judge from appearances, sensational drama, so-called, would seem to be flourishing in a greater degree than ever. Not only is Drury Lane its temple, and Mr. Chatterton its prophet, but the Princess's, the Adelphi, and the Holborn theatres are to be devoted to its sole worship. To this end Mr. Webster has taken unto himself a coadjutor in the management of the Princess's and Adelphi in the shape of Mr. Chatterton. The public stomach is to be filled with sensation; and, as an initial dose, the *Great City* and the *Peep o' Day* are administered at the Princess's in one night. We are inclined to think that the dose will prove too strong; and, looking at the fate of Mr. Vining, who gave everything that was possible in the way of scenery and sensational incidents, we do not believe that enthusiastic audiences will throng the theatre. At the Adelphi we cannot see that Messrs. Webster and Chatterton combined are any improvement on Mr. Webster single; neither the scenery nor the company are much changed, and the only pleasant associations of the old management—the absence of fees and the introduction of pit stalls—are now abolished. After much parade and promise, the theatre opened with a performance of the *Green Bushes*,—which may, perhaps with truth, be called an ever-green play. For the sake of old associations some interest is felt in the performances of Madame Celeste; but the attraction is not likely to last with a new public which has risen up and knows not Madame Celeste. In point of thoroughness, Messrs. Webster and Chatterton are beaten off the ground by Mr. Sefton Parry at the Holborn, and Mr. E. T. Smith at the Surrey Theatre, who, in the dramas of *The Odds* and *Link by Link*, cram into a small compass nearly all the sensational precedents of the last few years; and yet we should imagine that there are few speculators in London who would give much for the managerial profits at either house. Although, therefore, we do not think, in spite of appearances, that the present run of sensation will last long, it is, undoubtedly, a loss to the real interests of the drama that three theatres like Drury Lane, the Princess's, and the Adelphi, should be held by such a degrading monopoly. It is extraordinary that managers should be as blind to the interest of their own pockets, as to that of the drama. With one or two exceptions, the best paying theatres in London are those that give the best form of entertainment. The Adelphi, from its position and old reputation, might take up a leading position among theatres; but, being cursed sometimes with an effete, at other times with a mere commercial policy of management, it is likely to sink very low indeed.

The season may now be said to be in full swing. Some twenty theatres are inviting support, the exceptions in central London being Her Majesty's, and the ever unfortunate Lyceum. The Globe Theatre, which is likely to occupy the same position as the Lyceum amongst the smaller theatres, has been re-opened under the management of Miss Alleyne. Any possible chance of making the venture a success has been marred by an indifferent entertainment, and a weak company, scarcely one of whose members is known to fame. This is a species of speculation which we have always deplored. We should be rejoiced to hear that the affair had collapsed altogether, and our joy would not be qualified by any sentiment of pity, for the manager is not likely to suffer pecuniary loss. We do not wish to be stigmatised as insular—whatever that

may mean—or as prudish; but surely it would be as well not to give public encouragement to short-lived ventures of this kind, the origins of which are perfectly well known to the gentlemen who write for the Press.

There is, however, as we have said, plenty of good entertainment in London. The Shakesperian student may enjoy a night at the Queen's, or at Sadlers' Wells; a perfect delineation of character may be seen at the St. James', and a melo-drama of the right sort at the Olympic. Good acting and modern comedy is still to be had at the Prince of Wales' and the Vaudeville, and the lover of old faces and old farces may visit the Haymarket. The latter theatre has also distinguished itself by the production of a short, bright, and witty sketch by Mr. Theyre Smith, the author of *a Happy Pair*. We wish this gentleman would write a comedy. Lastly, another effort is being made to establish a respectable suburban theatre. The Belgravia or Sloane Square Theatre has been "revised," and rebuilt by the same gentleman to whom we owe the Vaudeville, and is to be shortly opened with a comedy by Mr. Albery, in which, it is said, Miss Herbert will appear. The experiment is therefore to be tried under fair auspices, and should it fail, there will probably be an end to any attempts at the decentralisation of London theatres.

NOTICES TO CORRESPONDENTS.

CHESS.

J. L.—1. A player castles when he is not legally entitled to do so. Can his adversasy make him move the King or the Rook, at his option, or only the piece (King or Rook) he first touched? —*Ans.* Castling illegally is a breach of one of the "fundamental laws," and is subject to the penalties inflicted upon false moves, the rule regarding which is as follows: If a player makes a false move, that is, either by playing a man of his own to a square to which he cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made, he must, at the choice of his opponent, and according to the case, either move his own man legally, capture the man legally, or move any other man legally movable which his adversary may select. In the case submitted, the adversary can, therefore, compel the player guilty of the false move to move either the King, Rook, or any other piece which is legally movable.

2. If a player fingers several pieces in succession, can his adversary require him to play any one of the pieces, or only the one he first touched?—*Ans.* His adversary can compel him to play any one of the pieces so touched. If it happen that none of the men so touched can be legally moved, the offender must move his King. Should it then appear that the King cannot be legally moved, there shall be no penalty.

G. G, S., Broadstairs.—We are glad to see by your handwriting that you are better. Problem 12—

WHITE.		BLACK.
1. Q to K R 5	If then—	1. P takes R
2. P to Kg 8, becoming a Q (ch)		2. Kg moves
3. Either Q mates		

Problem 13. You have not examined the position thoroughly:—

WHITE.		BLACK.
1. Kg takes P	If, instead, you play—	1. R to Kt 6
2. Kt to Kg 6 (ch)		2. Kg to Kg 4
3. B to B 4 mate		

V. N.—You will see we have placed a B Kt on Q Kt 7 in your amended Problem. Without the Knight the Problem was unsound. We think it is right now.

WHIST.

VIATOR ROTUNDAS.—A, B, C, D sit round a table in order. A and C are partners; B and D ditto. Five cards are left in each hand. D leads Club 2; A trumps with the last trump; B plays small Spade; C small Club. A gathers the trick, and then says, "Which is your card, partner?" B objects, "The trick is gathered." A says, "Well then, what was led? I may ask that." B, "That is equally objectionable; indeed it is the same question as the last in another form." A, "I never heard of such a law. The fact is, I don't know what was led, and I think I've made a mistake." A then immediately played the Kv of Clubs. B, "Now you have established your revoke by playing another card, and commenced another trick." A, "That is your law; not the law of Whist." B, "You have not much to complain of; you have won (by revoking) my partner's best Club, and now you win the next trick with your Kv." A took this second trick, and then played the S A, and as he did so, dropped the S 10 on the table. (N.B. He had previously compelled B's partner to play an exposed card, and said that he liked "the exact rules to be observed." B, "I call on you to play the S 10." A, "You can do nothing of the sort; the card slipped." B, "The laws of Whist, which you wish to be observed, know nothing of slipping; the card is exposed, and liable to be called, and as you have already, this evening, exacted the penalty from my partner, I shall exact it of you." A, "Then I decline to play." B, "I in my turn shall refer the case to the Editor of the *Westminster Papers*. By your acts we are deprived of the game. We had six tricks, and two by honours; my partner's Q of Clubs, if you had not revoked, made seven, and though you would have won the next trick with your trump, my partner must make his Kg of Spades, and bring in his long Club, which gives us the game."—*Ans.* This is a medley, with a vengeance. We will, therefore, endeavour to divide the subject: 1st, A revoked. 2nd, A could not ask what was led after he had gathered the trick, but C (A's partner) should have protected him by asking if A had not got a Club. A should not play until he knows what is led. 3rd, B had the right to call the S 10. 4th, A had no right to decline to play, and we construe his act as an abandonment of the rubber, and say, that he and C were bound to pay the points and bets. The act of A appears to us childish. It is useless having laws if they are not obeyed, and it is preposterous to suppose that A is to claim penalties and not in return to pay when he is in the wrong. If a player lays himself open to a penalty, nothing can be in worse taste than to be disagreeable about it, and to make nasty remarks on the subject. Pay, and look pleasant, is the true rule to act upon. We fear A has been studying under the Roarer, whose leading rules appear at p 57 vol. ii. of these Papers; but if not, then, and for A's benefit, we extract the one applicable to his case: "If you make a blunder whereby you incur a penalty, always declare it is ungentlemanly to take advantage of such mistakes. Exact every penalty against your opponent with the utmost rigour, but if your side has to pay, never submit with a good grace. If you have to pay, make your adversaries as uncomfortable as possible."

CALABRASELLA.

F.—If the leader led out of turn, and the other players follow suit, the mistake cannot be rectified. The lead remains with the winner of the trick.

STEPHEN P.—Your question is answered in our article on the subject.

In consequence of pressure on our space, other answers are unavoidably omitted; as also are our Cup Games.

The Westminster Papers.

1st DECEMBER 1870.

GLANCES AT THE OPENINGS.

THE following is the first of a series of Papers on the Openings, for which we are indebted to Mr. R. B. Wormald. They were originally prepared, we believe, with a view to a second edition of the "Chess Openings,"—an undertaking we trust the author may find leisure at some future period to complete.

MAX LANGE'S ATTACK IN THE GIUOCO PIANO.

GAME I.

White.	Black.
1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 B to Q B fourth	3 B to Q B fourth
4 Castles	4 Kt to K B third

The authorities are unanimous in recommending 4 Kt to K B 3 as Black's best move: but, for our own part, we confess we fail to recognise its superiority over 4 P to Q 3. The latter line of play, at any rate, possesses the merit of avoiding the embarrassing attack arising from 5 P to Q 4.

5 P to Q 4

This move constitutes Max Lange's attack. Black has two available replies, viz.—

5 (1) / P takes P and 5 (2) / B takes Q P

If, instead of either of these moves, he play 5 Kt takes Q P, White regains the Pawn immediately, with a superior position, by 6 Kt takes K P.

5 P takes P

The German *Handbuch* and English *Praxis* give this as Black's reply. The authors of the *Theorie und Praxis*, on the other hand, prefer 5 B takes P; for the consequences of which, see Game II.

6 P to K fifth — 6 P to Q fourth
7 P takes Kt

If—

7 B to Q Kt 5 / Kt to K 5 8 Kt takes Q P / B takes Kt 9 Q takes B / Castles 10 B takes Kt / P takes B
11 P to K B 3 / Kt to Kt 4 12 P to K B 4 / Kt to K 5 13 Q to Q R 4 / P to Q B 4 Even game.

7 P takes B
8 R to K sq ch

This is preferable to taking Pawn with Pawn: *e.g.*—

8 P takes P / R to Kt sq 9 B to K Kt 5 / B to K 2 10 B takes B / K takes B 11 R to K sq ch / B to K 3
12 Kt to Kt 5 / R takes P 13 Q to R 5 / Q to Q 4 &c.

8 K to B sq (best)

He may also play, but with less advantage, 8 B to K 3, which we shall touch upon anon.

9 P takes P ch

If—

9 B to K Kt 5 / P takes P 10 B to R 6 ch / K to Kt sq 11 Kt to Q B 3 / B to K B 4
12 Kt to K 4 / B to K B sq (best)

And Black's three Pawns are more than an equivalent for his constrained position.

9 K takes P
10 Kt to K fifth

This is preferable to 10 Kt to K Kt 5: *e.g.*—

10 Kt to K Kt 5 / R to K sq 11 R takes R / Q takes R 12 Kt takes R P / B to K B 4 13 Kt to K Kt 5 / B takes Q B P

And the position is in Black's favour.

In answer to 10 Kt to K 5, Black has two feasible replies, viz.—

10 (1) / R to K sq and 10 (2) / Kt takes Kt

In the first place:—

10 R to K sq
11 B to K R sixth ch — 11 K to Kt sq

And White's attack seems almost exhausted. If he now play—

12 Q to K B 3 then follows 12 Kt takes Kt 13 R takes Kt / R takes R
14 Q to Kt 3 ch / Q to Kt 4 &c. If 12 Kt takes Q B P then

12 B to K 3, and if 12 Q to R 5 12 Q to Q 4, leaving Black in each case with the better game. His best move apparently is 12 Kt takes Kt, in which case the following is a probable continuation :—

12 Kt takes Kt 12 P takes Kt

If—

12 R takes R ch 13 Q takes R / P takes Kt 14 Q to K 5 / B to B sq

15 B takes B / K takes B 16 Kt to Q 2

And the game is perhaps slightly in White's favour.

13 R takes R 13 Q takes R
14 Kt to Q second

At this point the authors of *Theorie und Praxis* dismiss the Opening without comment. The following is a probable continuation :—

14 Q to K third
15 Q to R fifth 15 Q to K B 4 fourth
16 Q to K R fourth (best) 16 B to K third
17 Kt to K fourth 17 B to Q Kt third

And White has still some attack; but Black has a Pawn more, and a strong position.

In the second place:— 10 Kt takes Kt

In the opinion of the authors of *Theorie und Praxis* this move constitutes Black's best defence, albeit the line of play they suggest scarcely establishes this conclusion. Mr. Staunton (*Praxis*, pp. 115-6) has shown clearly that 10 B to K 3 is untenable: *e.g.*—

10 B to K 3 11 Q to R 5 / B to K B sq 12 Kt to K Kt 4 / P to K R 3

13 B takes R P ch / K to Kt sq 14 R takes B and wins.

11 R takes Kt 11 B to Q third

We consider this to be Black's best reply. Messrs. Schule and Neumann, on the other hand, make him play—11 B to K 2 and continue—

12 R to K 4 / P to Q B 4 13 Kt to Q R 3 / B to K 3 14 R to K Kt 4 ch / K to B sq (best)

15 B to R 6 ch / K to K sq 16 R to K 4 / Q to Q 4

And Black is said to have the better game. This is unquestionably true, so far as it goes; but, has the first player made the most of his attack? For example, instead of 12 R to K 4, why should he not play 12 Q to K R 5? In reply to this move, Black has several methods of defence, but none of them seem altogether satisfactory: *e.g.*—

Firstly—

12 B to K 3 13 B to R 6 ch / K to Kt sq 14 R takes B / P takes R

15 Q to Kt 4 ch / K to B 2 16 Q to Kt 7 ch and wins.

Secondly—

12 B to K B 3 13 Q to R 6 ch / K to Kt sq 14 B to K Kt 5 / B to K Kt 2

15 B takes Q / B takes Q 16 B to B 6 and should win.

Thirdly—

12 Q to Q 3 13 B to K B 4 / R to K sq 14 Kt to Q 2

White clearly would lose were he to attempt to win the Queen instead of bringing out his Queen's Knight. After this *sortie* of the Knight, it is not easy to see how Black is to escape without loss. If he now play 14 Q to K Kt 3, White takes Queen with Queen, and then plays 16 Q R to K sq. If he play 14 Q to K B 3, White wins apparently by 15 R to Kt 5 ch. Again, if he play 14 Q to Q B 3, then follows—

15 Q R to K sq / B to K 3 16 Q to R 6 ch / K to Kt sq 17 R to K R 5 and wins.

Fourthly—

12 R to K sq 13 Q to R 5 ch / K to Kt sq 14 R to R 5 and should win.

Finally—

12 P to K R 3 13 R to Q 5 / B to Q 3 14 R takes Q P &c.

To resume our original theme :—

12 R to K Kt fifth ch 12 K to B sq

If 12 R to K 4 / P to Q B 4 13 Q to R 5 / Q to K B 3 14 B to K Kt 5 / Q to K Kt 3

(If 14 P to Q B 3 / B to K B 4) 15 Q to R 4 / B to K B 4 and Black has a fine game.

13 Q to K R fifth 13 Q to K second

If he play 13 Q to K B 3, White can rejoin advantageously with 14 Kt to Q 2

14 K to B sq

14 B to Q 2 would be obviously bad for White; as it would prevent the Queen's Knight being brought advantageously into play. If he play 14 Q to K R 6 ch then follows—

14 K to K sq 15 K to B sq / Q to K 5 (best)

And Black has the better position.

14 P to Q sixth

And Black has a Pawn *plus*, with at least an equal position. It is worthy of remark that if, in lieu of the move in the text, Black had played 14 B to K 3, White would have won a Pawn by 15 Q to R 6 ch and 16 Q to Kt 7. Similarly, if he had played 14 P to K R 3 White might have rejoined with 15 R to Q 5, &c.

We will now examine the consequences of Black's playing 8 B to K 3 instead of 8 K to B sq, as in the foregoing variation :—

	8 B to K third
9 Kt to K Kt fifth	9 Q to Q fourth

If 9 Castles White wins at once by 10 Q to R 5 / P to K R 3

11 Kt takes B / P takes Kt 12 Q takes B &c.

The move in the text (9 Q to Q 4) is recommended by Mr. Staunton (*Chess Praxis*, p. 119) as enabling Black to establish a satisfactory defence; an opinion which is endorsed by the German *Handbuch*. We are inclined to think, however, that both these eminent authorities have overrated the strength of their defence, in proof of which we submit the following line of play :—

10 Kt to Q B third	10 Q to K B fourth
11 P to K Kt fourth	11 Q to K Kt third (best)

If—

11 Q takes P 12 Kt to Q 5 / Q to Q sq 13 R takes B ch / P takes B 14 Kt takes K P

12 Q Kt to K fourth	12 B to Q Kt third

The *Praxis* now makes White play 13 P to K B 4, and continues :—

13 Castles Q R 14 P to K B 5 / Q B takes P 15 P takes B / Q takes P

And the game is dismissed with the remark that "Black remains with a good position, and three Pawns for his lost piece." Instead of 13 P to K B 4, however, we prefer the following continuation :—

13 Kt takes B	13 P takes Kt
14 P to B seventh ch	14 Q takes P (best)

If 14 K takes P, White wins the Queen by 15 Kt to Kt 5 ch and 16 R takes P, &c.

15 Kt to K Kt fifth	15 Q to Q second
16 Kt takes K P and should win.	

The above form of attack also occurs in the "Scotch Gambit," and the "Two Knights' Defence," where it is brought about by

1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 B to Q B 4	4 B to Q B 4
5 Castles	5 Kt to K B 3, &c.

And,

1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 Kt to K B 3
4 P to Q 4	4 P takes P
5 Castles	5 B to Q B 4, &c.

GAME II.

White.	Black.
1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 B to Q B fourth	3 B to Q B fourth
4 Castles	4 Kt to K B third
5 P to Q fourth	5 B takes Q P

We agree with the authors of the *Theorie und Praxis* in considering 5 B takes Q P preferable to 5 P takes Q P. It certainly possesses the merit of simplifying the defence.

6 Kt takes B	6 Kt takes Kt (best)

If—

6 P takes Kt 7 P to K 5 / P to Q 4 8 P takes Kt / P takes B

9 P takes K P / R to Kt sq 10 Q to R 5 / Q to K B 3 11 R to K sq ch / B to K 3

12 B to K Kt 5 / Q to K Kt 3 13 Q takes Q / P takes Q 14 B to B 6

With the superior position.

7 P to K B fourth	7 P to Q third

If—

7 Kt to Q B 3 8 B takes P ch / K takes B 9 P takes P / Kt takes P

10 Q to R 5 ch, &c.

8 P takes P	8 P takes P
9 B to K Kt fifth	9 B to K third

This is Black's best reply; but he may also play 9 Q to K 2 without any disadvantage. If he venture on 9 B to K Kt 5, then follows—

10 B takes B P ch / K takes B 11 Q takes B / Kt takes Q B P 12 Kt to Q B 3 / Kt takes R

13 Kt to Q 5 &c.

10 B takes Kt	10 P takes B
11 B takes B	11 Kt takes B
12 Kt to Q B third	12 P to Q B third
13 Q takes Q ch	13 R takes Q
14 R takes B P	14 R to Q seventh (best)
15 R to K B second	15 R takes R
16 K takes R	16 Kt to Q fifth
17 R to Q B sq	17 R to K Kt sq

The above moves, which are apparently the best on each side, occurred in a *partie* between Messrs. Kolisch and Anderssen. At this point Black has, perhaps, a trifling advantage in position, but with the best play the game ought to be drawn.

PAPERS RECEIVED.

European Mail, *Leipzic Schachzeitung* for October; *Gentleman's Journal*, *Land and Water*, *Australasian* up to 10th September, *Leader* (Australia) 10th September.

THE CHESS WORLD.

"The whisperings of our petty burgh."

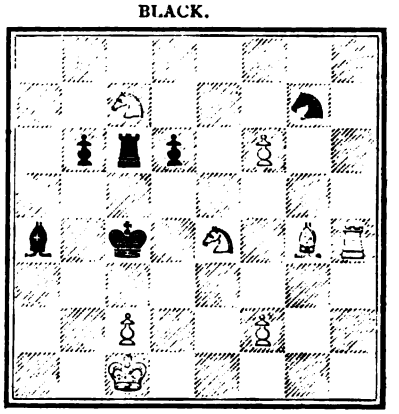
We learn from the *Leipsic Schachzeitung* that Mr. Blackburne, during his recent visit to Baden, expressed his willingness to play a match at Chess with Herr G. J. Neumann, provided he could obtain for his enterprise the support of his friends in the City of London Chess Club. We hope this support will be promptly given, for such a match would be of great interest to Chess players generally, and whatever the result, would be most creditable to the Club under whose auspices it may be arranged. The editor of the *Schachzeitung* (Herr Minckwitz) is evidently under the impression that the match has fallen through, from the default of Herr Neumann, for he announces, in the October number, that he is ready to take up the challenge of Mr. Blackburne, and play the match at once. What says Mr. Blackburne and the City of London Chess Club?

The October number of the *Schachzeitung*, besides the usual number of games by the German masters, and its monthly quota of fifteen problems, contains an able analysis of a new variation in the Evans Gambit defence, by the Editor. It would be unjust to that magazine to copy the article in our Papers, but we recommend the number in question to all players who are desirous of extending their knowledge of this the most interesting of all Chess Openings.

The proprietors of the Melbourne *Leader* have recently presented a prize of five guineas for competition by the Problem composers of the Colony; and the Melbourne Chess Club presented three guineas for the composer of the Problem obtaining the second place.

The first prize was gained by Mr. Charlick, of Adelaide, and the second by Mr. T. Henderson, of Berwick. We print Mr. Henderson's Problem in the margin. The Problem by Mr. Charlick has not yet come to hand.

BLACK.



WHITE.

White to play and mate in three moves.

From the report of the Melbourne Chess Club, we believe that Society to be in a very flourishing condition, and we notice with pleasure that the greatest good feeling and unanimity exists among Chess players at the Antipodes.

The Gentleman's Journal Recreation Supplement is the cheapest and best twopennyworth that has ever come under our observation. In the November Number there are six Problems, four of them of more than average merit, and the progressive lessons are continued. We notice a vast improvement in the quality of the Problems since Herr Meyer assumed the direction of that department.

The discussion respecting the Provincial Champion Cup has been continued in "Land and Water," by a gentleman assuming the modest *nom de plume* of "A Third Rate."

The correspondent of our contemporary expresses so exactly our own views regarding the clause that the matches should take place in the locality where the holder of the cup resides, that we take the liberty of quoting him:—"If the cup happened to find its way into the neighbourhood of Leeds and Bristol, no doubt numerous strong amateurs would be found ready to fight for it, but if, as is by no means improbable, the trophy were carried off to some remote country district, its ownership would probably not be questioned."

While upon the subject of the Provincial Cup, we should like to ask those concerned if there is any truth in the statement that the Cup supposed to have been won by Mr. Skipworth once, and by Mr. Thorold twice, never existed as a cup at all, save in the imagination of a credulous public, and that Mr. Thorold received his prize in money? This statement is so opposed to the rules of the Counties Chess Association, which affirms that no money prizes will be given to winners, that we are inclined to be credulous still. We trust the statement will be promptly contradicted.

The prizes in the Handicap Tourney recently concluded at the St. James's Chess Club were distributed on Tuesday, the 15th ult., by the distinguished veteran, Herr Lowenthal, in compliance with the special request of the Club Committee. The winners were—H. C. Stewart, 1st prize; G. Riekes, 2nd prize; O. Barrell, 3rd prize; H. T. Young, 4th prize. There was a large attendance of members on the occasion—amongst others Dr. Piesse, Messrs. Cooke, J. J. Runtz, E. Moberley, S. Sanger, E. E. Humphreys, and A. Norman. The game by correspondence, between this Club and the City and County of Dublin Club, is progressing satisfactorily, and is, we are informed, now approaching a most interesting position.

The event of the month is the City of London Monster Handicap. The indefatigable Secretary, Mr. Chappell, has here shown what energy and tact can do. He has induced 48 players to enter the lists, and when we state that in the number are Messrs. Bird, Blackburne, Burn, De Vere, Potter, and F. Smith, our readers will see there is quality as well as quantity. The handicap began on Tuesday, was continued on Friday, and at the time of writing the following players have won two games:—Potter, Burn, and Fröhling. The following

one game :—Blackburne, Bird, Humphreys, Parr, Manley, Down, Younger, Beardsale, Watts, Nash, and Morton. Messrs. Cole and Harper, drawn game. Mr. Chappell, we regret to learn, has resigned the contest, in consequence of ill health. We suppose it is the old tale of the willing horse worked to death.

With our last number we published a Supplement, giving the result of the Champion Cup, and the two final games. If any of our readers did not receive this Supplement, they will oblige by forwarding their names and addresses, and the Supplement will be sent free.

We omitted to mention in our last the name of the Irish Paper in which the new Chess column is to appear. The Paper is the *Irish Sportsman and Farmer.*

FOSSIL CHESS.

To the Reader Greeting.—Strange (perchance) may it seem to some (courteous Reader) that anie man should employ his time and bestow his labour in setting out such bookes whereby men may learn to play, when indeede most men are given rather to play, than to studie and travell: which were true, if it were for the teaching of games unlawfull, as dice play, or cogging, or falsehoods in card play, or such like. But forasmuch as this game or kingly pastime is not onely devoid of craft, fraud, and guile, swearing, staring, impatience, fretting and falling out, but also breedeth in the players a certaine studie, wit, pollicie, forecaste and memorie, not onely in the play thereof, but also in action of publick government, both in peace and warre: wherein both Counsellors at home and Captaines abroade may picke out of these wodden pieces some prettie pollicie both how to governe their subjects in peace, how to leade or conduct lively men in the field in warre: for this game hath the similitude of a ranged battell, as by placing the men and setting them forth on the march may very easily appeare. The King standeth in the field in the middle of his army, and hath his Queene next unto him and his Nobilitie about him, with his souldiers to defend him in the forefront of the battell. Sith therefore this game is pleasont to all, profitable to most, hurtful to none, I pray thee (gentle reader) take this my labour in good part, and thou shalt animate me hereafter to the setting forth of deeper matters. Farewell!

LUDUS SCACCHI.

"Shall we write a book?"

Some old philosopher, whose name, though perhaps useful or even necessary to himself and his immediate belongings, is of no importance whatever to the reader, in reply to the above question, from one of his intelligent pupils, whose name is of less importance still, replied: "Yes; and we will put in it all I know and all you do not know!" The reply is intensely Greek; to the point, offensive, laconic, and not modest. We, in our insatiable thirst for knowledge, useful and otherwise, became suddenly seized with a fierce longing, some mornings since, to see the famous work thus jointly produced, and had we not, with great want of consideration, since often regretted, lent our office gingham, the previous evening, to our friend Captain Foppington Fitz Pallmall, should have proceeded that moment itself to the British Museum, in order to gratify our more than curiosity. Early, however, we took a convenient opportunity, and a cab of an opposite qualification, and without accident worthy of notice in these Papers, at length reached our destination. The work was placed before us.

It is not our intention to fulfil the very unenviable office of a critic, especially of an ancient. If an author be a modern and poor, and your critique be censorious and full of invective, it will certainly be received with favour by all his rich relations. But not so with an ancient—his rich relations are dead, and be your critique either favourable or the reverse, you will only be doing what has been done a thousand times before, or conjuring up against yourself innumerable learned and argumentative enemies to destroy your peace by day and trouble your dreams at night.

The work, we said, was placed before us—more correctly speaking, we should have said, before us, behind us, on our right, on our left, above us, and, for aught we knew to the contrary, below us. The method introduced by Lord Macaulay, in one of his essays,—that, we believe, on a life of Lord Burleigh,—for which the only requisite means are a yard measure, a few pound weights, and a pair of scales (a method of which we greatly approve; it is expeditious, comprehensive and above all impartial and accurate), would be altogether inadequate to convey an idea of the immensity of the ancient work which enveloped us. Perhaps the plan which Cadenus tells us was employed by the Laputa tailors in measuring a customer for a suit of clothes would be commensurate to the task. The instruments they used we had for some time in our possession, amongst numerous other curious articles, but finding them to be considerably damaged, owing to the glasses being broken in some parts and absent in others, and their utility moreover being altogether superseded by the more accurate instruments at present manufactured, we decided to accede to an oft-repeated request, and after permitting four visits of inspection from as many competent and trustworthy officials, we sold them for half price to the government, to be used for astronomical purposes at the Royal Observatory in Greenwich Park. We regret,

therefore, not to be able to convey to the reader any very lucid notion of the work in its integrity, so must confine ourselves to culling from it such portions as are immediately connected with the matter of which we treat.

The first volume alone is the work of the philosopher himself, and is wholly silent upon the subject of Chess. It is in the main devoted to moral and mental philosophy, and the ideas put forward, if not original in those days, have since become very much so, for it certainly appeared to us, in looking through the volume, that we had read its contents, slightly altered in form, in the original work of a justly celebrated living English philosopher. The treatise on the Natural Sciences, which forms the latter portion of the volume, would, we doubt not, be deeply interesting to the student anxious to follow the modifications which Nature's legislature has made in her laws to meet the requirements of an advanced state of civilisation. The chapter on astronomy contains some indisputable truths, which have since become obsolete; we can only recall to mind that in those times the sun was made of hot bricks, and, from the glowing description of its brilliancy and of its uses, have no doubt that it answered its purpose as well or better than the more recently constructed article, which some weeks back so lamentably failed in its duties on the occasion of a great civic and classic masquerade. We closed the work at this point, and have since repented that we did not seek further in order to ascertain if there be any truth in the statement frequently heard that the moon is made of green cheese, or if not to learn what might indeed be the component parts of that indispensable piece of night furniture.

We must here offer some apology to the reader for our perhaps unpardonable digression, but we deemed it somewhat unjust to pass over in complete silence that portion of the work which is due to the originator of the whole.

Coming now to the remaining volumes, one view only of their countlessness is sufficient to make one marvel at the pitch of excellence to which human ignorance by judicious treatment may attain. Three of these huge books are devoted to Chess, its origin, history, traditions, and the manner of its play among different peoples, concluding with an analysis of the game as at present almost universally understood, and some interesting positions and problems. The contents of these three volumes it will afford us much pleasure to lay before our readers in a form certainly condensed, but without neglecting to faithfully fulfil our duty as careful gleaners.

[*To be continued.*]

THE GAME OF CORONATION.*

An essay upon varieties of Chess would fill a goodly volume. Since its first introduction into Europe, many alterations have been suggested, for the most part adding to the intricacy and difficulty of the game, by increasing the number of pieces and squares upon the board. The greater number of these alterations have been advocated with the avowed purpose of imparting to Chess a more military aspect, the only notable exception being the "Duke of Rutland's game," wherein the only variation from the original was the furnishing of the Kings with a pair of Concubines. The last attempt of this kind was by a German, who increased the number of squares from 64 to 121, the pieces on each side being a King, two Guards, two Cuirassiers, two Dragoons, two Hussars, five Cannons, and eleven Fusiliers. Of this offspring of German profundity a contemporary writer observed, "that no person has been found who can play it with that degree of perfection of which it is capable," and we believe him.

In all these varieties the play on each side had the same object as in Chess, the mating of the adverse King; and, as the only novelty introduced was the additional intricacy, they soon fell into merited oblivion. The game of *Coronation*, invented by Mr. George Mumby, although to some extent based upon Chess, is so far superior to the imitations referred to, that the aim of the players is not the mating of the adverse King, but the promotion of that piece to a particular square called the "Crown." Hence it is essentially a new game, giving scope for as much combination as Chess, but with a different purpose, and with the additional recommendation of being more easily learned.

The board is circular, and is formed of eight concentric circles, the innermost circle containing the "Crown," which is the goal it is the object of the player to promote his Prince to. "These circles are divided by radial lines, so as to form 'spaces' or 'squares,' which are alternately coloured black and white,—as on a Chess board." The board, when thus divided, has three different directions in which the pieces may be moved, viz.: circularly, radially, and diagonally, according to their powers and lines of movement.

The pieces on each side consist of a Prince, General, two Colonels, two Majors, two Captains, and eight Soldiers, and the game is supposed to represent two rival Powers fighting for the Crown in the centre.

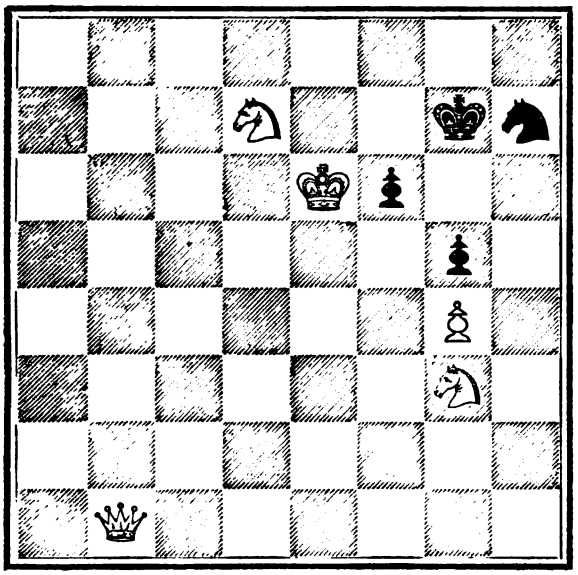
It will be seen that we have here a game capable of infinite variety in the method of opening, and demanding considerable exercise of the mind in its practice. We have not space for explanatory diagrams, but our examination has satisfied us that the new game is worthy of the attention of Chess players, and of all persons interested in recreations of an intellectual character.

* *The Game of Coronation.* By George Mumby, 33 Fetter Lane, London, E.C.

PROBLEMS.

PROBLEM No. XXIX.—By G. E. BARBIER.

BLACK.

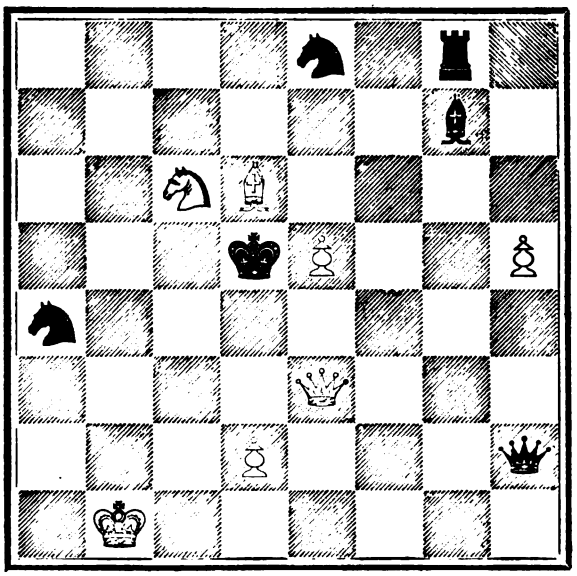


WHITE.

White to play and mate in three moves.

PROBLEM No. XXX.—By R. B. WORMALD.

BLACK.

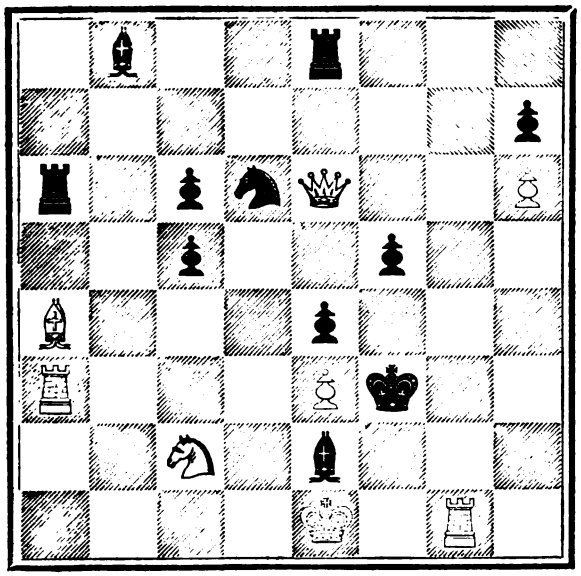


WHITE.

White to play and mate in three moves.

PROBLEM No. XXXI.—By T. SMITH.

BLACK.

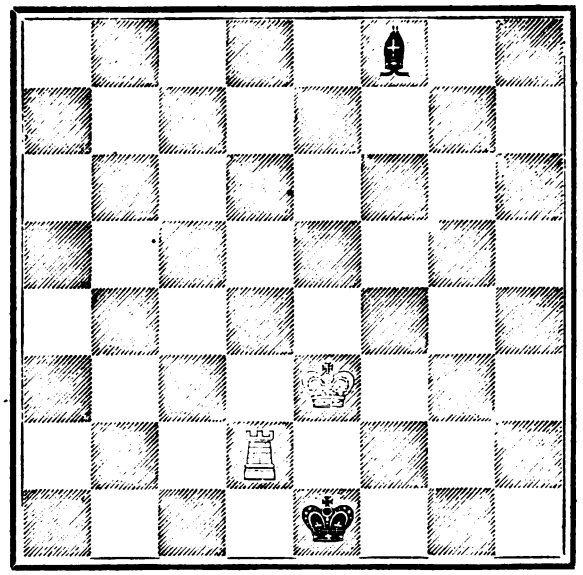


WHITE.

White to play and mate in four moves.

PROBLEM No. XXXII.—By B. HORWITZ.

BLACK.



WHITE.

White to move and win.

SOLUTIONS OF PROBLEMS IN THE OCTOBER NUMBER.

No. XXI.

WHITE.	BLACK.
1. B to Q 8	1. Anything
2. Mates accordingly	

No. XXII.

WHITE.	BLACK.
1. Kt to K 7	1. K takes Kt
2. Q to B 8 ch	2. K takes Q
3. B mates	

No. XXIII.

WHITE.	BLACK.
1. Q takes Kt	1. P takes Q
2. B to K R 7	2. Anything
3. Mates accordingly	

No. XXIV.

WHITE.	BLACK.
1. B to Q 8	1. R takes B
2. Q to Q 7	2. R to Kt sq
3. Q to R 3	3. P moves
4. Q takes P	4. P takes Q
5. Mates	

GAME No. LXV.—CHALLENGE CUP. Played at the Westminster Chess Club, 19th October 1870.

White. Mr. WISKER.	Black. Mr. BLACKBURNE.	White. Mr. WISKER.	Black. Mr. BLACKBURNE.
1. P to K 4	1. P to K 3	23. R takes K P	23. Kt takes P
2. P to Q 4	2. P to Q 4	24. K to Kt 2	24. Kt to R 5 ch
3. Q Kt to B 3	3. B to Kt 5	25. K to R 3	25. Kt to B 4
4. B to Q 3	4. P takes P	26. Q R to K 3	26. K to B sq
5. B takes P	5. K Kt to B 3	27. P to Kt 5	27. P to Q Kt 4 (i)
6. B to K Kt 5 (a)	6. P to Q B 4	28. Kt to B 6	28. P to Kt 5 ch
7. K Kt to K 2	7. P takes P	29. Kt takes P	29. P to B 3
8. B takes Kt	8. Q takes B	30. R to Q 5	30. R to Kt sq
9. Q takes P	9. Q takes Q	31. R to Q 6	31. P to Q R 4
10. Kt takes Q	10. B takes Kt ch	32. Kt to Q 5	32. R to Q B sq
11. P takes B	11. Kt to Q 2	33. P takes P	33. B to B 2
12. P to K B 4 (b)	12. Kt to Q B 4	34. P takes P ch	34. K takes P
13. B to B 3	13. R to Q Kt sq	35. R to K 7	35. R to K B sq
14. R to Q Kt sq	14. B to Q 2	36. B to R 5	36. K to Kt sq
15. K to Q 2 (c)	15. Castles	37. Kt to B 6 ch	37. K to Kt 2
16. K R to K sq	16. K R to Q sq	38. Kt to Q 7	38. R to Q sq
17. P to Kt 4 (d)	17. P to Q Kt 3	39. Kt takes R	39. R takes R
18. P to K R 4	18. Q R to B sq	40. R takes B ch	40. K to Kt sq
19. R to K 3	19. B to K sq (e)	41. Kt takes P	41. Kt to Kt 5
20. K to B sq (f)	20. Kt to R 5	42. B to Kt 6	42. P to R 5
21. R to Kt 3	21. R to B 2 (g)	43. P to B 6	43. R to Q sq
22. P to B 5	22. P to K 4 (h)	44. R to K 7	Resigns.

(a) This move results in an isolated doubled Pawn for White, which is the source of considerable trouble to him. 6. $\frac{\text{Q to Q 3}}{}$ would have preserved the Pawns on the Queen's side intact. If Black in reply moved 6. $\frac{\text{P to Q B 4}}{}$ the game might proceed

7. $\frac{\text{P to Q R 3}}{\text{B to Q R 4}}$ 8. $\frac{\text{P to Q Kt 4}}{\text{P takes Q Kt P}}$ 9. $\frac{\text{R P takes P}}{}$

and Black cannot take the Q Kt P with Bishop on account of the check at Q Kt 5 with Qn. If, on the other hand, Black takes off the King's Bishop at the 6th move, White can move his Q B to K 3 after retaking.

(b) This was necessary to prevent the advance of the Black's centre Pawns upon the Knight and Bishop.

(c) This apparently hazardous play was quite safe had it been properly followed up. White had at his command ample means of defending the doubled Pawn, and his pieces, especially on the King's side, are freer than those of Black.

(d) Here the first player went slightly astray. The King's Rook at this point should have been played to K 3, and the Bishop brought round to K 2 and Q 3; the Knight and Queen's Rook would then become available for the defence of the doubled Pawn, and the necessity of retreating the King would have been avoided.

(e) Black thought, and justly, that his attack upon the Q B P was pursued too early. (f) This is the only proper play.

(g) Black could not take the Pawn; had he done so, White, after the exchanges, would have won the Bishop by R to Q B 8, and, when the Black King had moved, B to Q B 6. (h) To this very ill-judged play the loss of the game is to be attributed.

(i) This and the next move were made only after very lengthy deliberation. The advance of the Pawn is obviously objectionable, for it is immediately lost; but it is impossible to find a very satisfactory line of play.

(j) If Black takes the Knight with Bishop, White takes Knight with Rook, and then the Pawn must be advanced in order to extricate the Rook at Q B 2 by a check at Q Kt 2. This course, however, might have been better for Black than the immediate sacrifice of the Pawn.

GAME No. LXVI.—Played between Mr. Blackburne and Mr. Burn.

White. Mr. BLACKBURNE.	Black. Mr. BURN.	White. Mr. BLACKBURNE.	Black. Mr. BURN.
1. P to K 4	1. P to K 4	10. Q to Q Kt 3	10. Kt to K Kt 3
2. Kt to K B 3	2. Kt to Q B 3	11. Q takes Kt P	11. Kt takes K B P
3. B to Q Kt 5	3. K Kt to K 2	12. Castles	12. Q to Q B 4 ch
4. P to Q B 3	4. P to Q 4	13. P to Q 4	13. Q takes B
5. Kt takes K P	5. P takes P	14. Q takes R (a)	14. B to Q B 4
6. Q to Q R 4	6. Q to Q 4	15. Q takes R	15. Kt takes Q B
7. P to K B 4	7. B to Q 2	16. B to K 3	16. Q to K 7
8. Kt takes B	8. K takes Kt	17. Q takes K Kt P	17. Kt to K B 6 ch
9. B to Q B 4	9. Q to K B 4	18. R takes Kt and Black mates in three moves	

(a) B takes Kt here is the best move, and gives a winning position. The game is played throughout by Mr. Burn in good style; Mr. Blackburne is clearly out of play.

GAME No. LXVII.

White Mr. Burn.	Black. Mr. De Vere.	White. Mr. Burn.	Black. Mr. De Vere.
1. P to K 4	1. P to K 4	15. P takes Kt	15. Q to Kt 4 ch
2. K Kt to B 3	2. Q Kt to B 3	16. K to R sq	16. Q takes B
3. B to Q B 4	3. B to Q B 4	17. P takes Kt P	17. Q takes P
4. P to Q Kt 4	4. B takes P	18. Kt to Q B 3	18. P to K B 4
5. P to Q B 3	5. B to B 4	19. R to Q Kt	19. Q to Q B sq
6. Castles	6. P to Q 3	20. Q to Q 4	20. P to K B 5
7. P to Q 4	7. P takes P	21. Q R to K Kt sq	21. Kt to K Kt 3
8. P takes P	8. B to Kt 3	22. Kt Q 5	22. R to B 2
9. R to K sq	9. B to K Kt 5 (a)	23. R to Q B 3	23. Kt to K 4
10. B to Q Kt 5	10. B takes Kt	24. R takes Q B P	24. R takes R
11. P takes B	11. Q to K R 5	25. Kt takes R	25. R to Kt sq
12. Q B to K 3	12. Kt to K 2	26. Q takes Q P	26. Q to K R 6
13. P to Q 5	13. B takes B	27. R takes P ch	27. K takes R (b)
14. R takes B	14. Castles	28. Kt to K 6 ch	Resigns.

(a) Kt to Q R 4 is the best move.

(b) If K to R sq—28. Q to K B 6 wins.

GAME No. LXVIII.—Played in the "Challenge Cup" Tourney, between Mr. Green and Mr. Burn.

White. Mr. Green.	Black. Mr. Burn.	White. Mr. Green.	Black. Mr. Burn.
1. P to Q 4	1. P to Q 4	23. R takes R	23. R takes R
2. P to Q B 4	2. P to K 3	24. Q B to Q B sq	24. R to Q 3
3. P to K 3 (a)	3. K Kt to B 3	25. B takes P	25. Kt takes P
4. Q Kt to B 3	4. P to Q B 3	26. P to K 4	26. P to Q Kt 4
5. K Kt to B 3	5. B to Q 3	27. P to K 5	27. R to Q 6
6. P to Q R 3 (b)	6. Q Kt to Q 2	28. R to K 3	28. B to K B 4
7. B to Q 3	7. Castles	29. R takes R	29. B takes R
8. Castles	8. P to K 4	30. K to B 2	30. P to Q Kt 5
9. Q P takes K P	9. Kt takes P	31. P takes P	31. P takes P
10. Kt takes Kt	10. B takes Kt	32. K to K 3	32. B to Q B 5
11. P to K B 4	11. B takes Kt	33. K to Q 4	33. B to K 7 (e)
12. P takes Kt	12. P takes P	34. P to K Kt 4	34. P to K Kt 3
13. B takes P	13. Q takes Q	35. P to K 6	35. P takes B
14. R takes Q	14. B to K Kt 5 ch	36. P to K 7 (f)	36. B to Q Kt 4
15. R to Q 4	15. P to Q B 4	37. B to Q Kt 2	37. Kt to Q R 5
16. R to Q 2	16. Kt to K 5	38. B to B sq	38. P takes P
17. R to Q Kt 2 (d)	17. Q R to Q sq	39. P takes P	39. P to K B 3
18. P to K R 3	18. B to B sq	40. K to Q 5	40. K to B 2
19. R to Q B 2	19. R to Q 3	41. P to K Kt 5	41. P to Q Kt 6
20. B to Q Kt 2	20. K R to Q sq	42. P takes P	42. K takes P
21. Q R to K sq	21. P to K R 4	43. K to Q 6	43. P to Q Kt 7
22. B to K 2	22. R to Q 7	44. B takes P	44. Kt takes B
		Resigns	

(a) Herr Harrwitz, who perhaps knew more of this opening than any living player, always played at this point—3. Kt to Q B 3, and 4. B to K B 4. And Morphy found the attack springing from that line of play so powerful that after the first game of the match he always answered—1. P to Q 4 with 1. P to K B 4.

(b) This move indicates an excess of caution which bodes ill for White's future fortune.

(c) Mr. Burn has contrived here, as he has in all the games he played in the tournament, to obtain an advantage in the opening.

(d) The purposeless wanderings of this Rook are very lamentable to contemplate.

(e) Very ingeniously winning a piece play as White may.

(f) Black, it appears to us, might have had a chance of a draw by playing P takes P ch, &c.

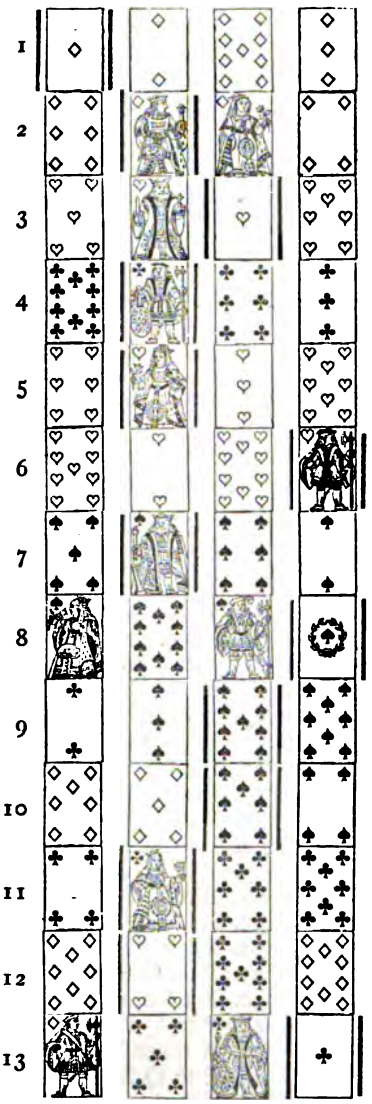
WHIST.

A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 19.

Z's HAND.—S A, 8, 4, 2; C A, 8, 3; H Kv, 8, 7; D 10, 4, 3.

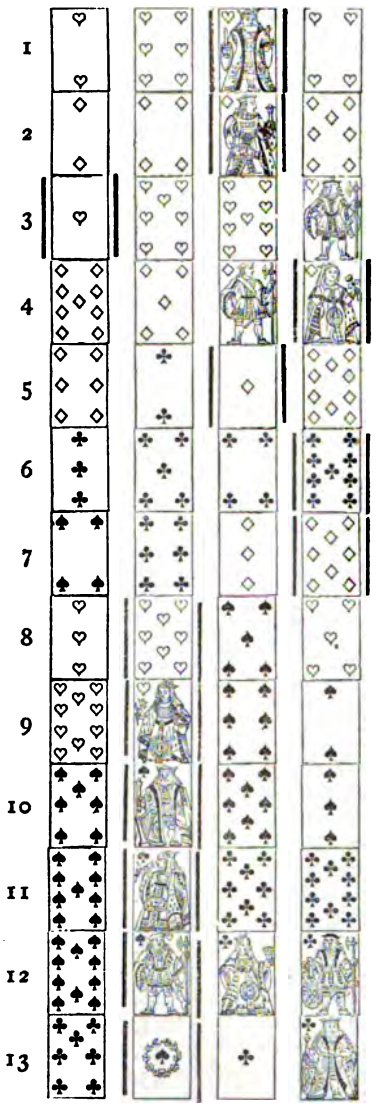
Score—A B 4; X Z 2. Z turns up S 8.



HAND No. 20.

Score—3 all. Z turns up D 7.

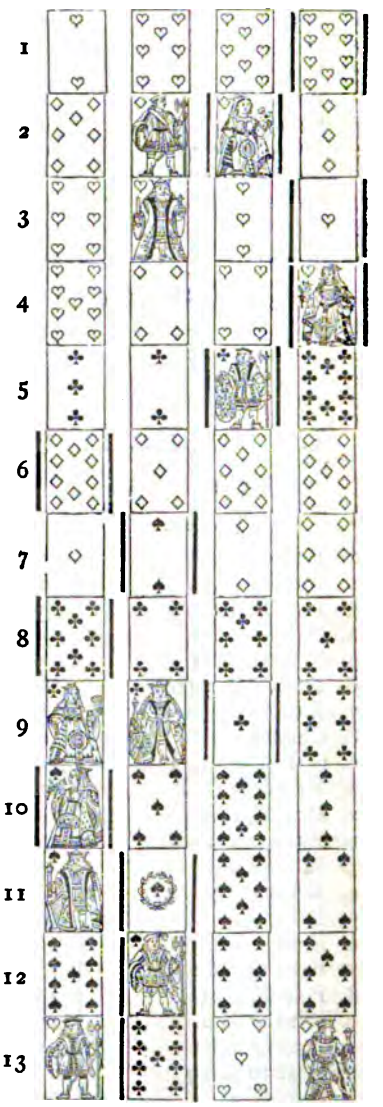
Played at the Westminster Chess Club, November 1870.



HAND No. 21.

X's HAND.—S A, Kv, 5, 2; C Kg, 9, 4, 2; H Kg, 7; D Kv, 5, 4.

Score—4 all. Z turns up S 4.



HAND No. 19.

NOTES.—2. Z knows that X has the D 5, and the other D must be in A's hand. 7. Z's lead is forced; he cannot play up to the leader of Clubs. 8. The Spade 3 must be in X's hand; and, as A has no trump, B must have the major tenace. 9. Unless Z now leads the S 8, he cannot win the game. This may astonish a young player, therefore let us see what Z knows of X's hand: He knows, first, that he has the thirteenth Heart, trump three, and no more. Also, that he has a small D, and he knows that B could not have led from C Kg, Q; and therefore that X has two Clubs with an honour. Observe, if Z leads the small S, A will take it with the 9 and return the 7, because the game is lost if he retain the lead. If Z led the D 10, A would win it. 11. B takes his partner's trick to make the H.

HAND No. 20.

NOTES.—2. To lead the Kg and wait for the finesse is tempting to young players, but should be avoided. If you want trumps out, get them out; if you do not, do not lead them. Half-and-half measures with trumps is seldom good. At the score, there was nothing to justify the lead. 8. Z knows that X has the best H. X knows that B has nothing better that the 9,—see trick 3. The finesse therefore of the 8 is a certainty. B shews commendable ingenuity in losing this game. Play to the score or not at all.

HAND No. 21.

NOTES.—10. This seems a forced lead; B knows his partner has a Heart. If X takes the Q, he loses the game.

JOTTINGS.—WHIST LAW.

In our last number appeared a question, or rather a series of questions, from our correspondent, "Viator Rotundus," which, with another case we are about to mention, brings prominently before us some anomalies in the Whist player's mind. The new case occurs in this wise:—A deals, and X, an adversary, picks up his cards as they are dealt out. A thereupon purposely turns up one of X's cards, and repeats the operation by turning up each of X's cards. The hand turned up happened to be a very good one, and Z, X's partner, in no way objected to the proceeding. On the contrary, feeling it to be an advantage to see the cards his partner possessed, he stood quietly by and said nothing. A, acting bonâ fide, believed that because X took upon himself to gather his cards whilst the deal proceeded (which X had a perfect right to do, subject to the penalty that any mistakes of A in the matter of his deal must be condoned) that therefore A had a perfect right to retaliate and turn up X's cards. Since the occurrence the point has been argued in all seriousness in our hearing by Whist players, and we have heard it said that it would be quite competent for the dealer under such circumstances purposely to put two cards to one hand and thus make a misdeal. A, his partner, and these disputants are all gentlemen, and the case consequently assumes sufficient importance to discuss the matter seriously. In order to understand the matter we must look at the law as A, and those who agreed with his view construe it.

Law 38 says, "If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal." Cavendish expresses the point better than the code. He says, 24, "If a card is exposed during the deal the side not in fault have the option of a fresh deal;" 27, "If the adversaries touch their cards, they lose their right." So that, if we take the literal meaning of the law, and so construe it, A could purposely make a misdeal, and nevertheless the right of X and Z would be barred. But, to illustrate the matter, take another law, 35, "When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention. He can neither re-shuffle nor re-cut the cards." The law is plain enough. No argument on the literal reading of this law can affect the question. The law is clear that you ought not to shuffle after a cut, but if you persist, we have no penalty for the wrong. We can decline to play with a man who will not be guided by the common notions of decency, but this is all we can do,—short of brute force. The difference between the two cases is this, that apparently the law sanctions the view supported by A, whilst in the case just mentioned the law condemns the act which would be a violation of the law.

Now, suppose the legislature, in the exercise of its judgment, were to pass an act abolishing punishment for petty larceny, would it be considered right and the proper thing for every one immediately to pick a pocket? We trow not. And yet the reasoning in the two cases appears to us the same. Because the law does not say you must not purposely expose a card, or you must not purposely deal two cards at a time, therefore you are at liberty to do so. In like manner, the laws of Whist do not prohibit cheating, but we never heard it contended that therefore you could cheat with impunity. Anything approaching dishonesty is repudiated by every one except a nation, in which event the old law still prevails, that you take what you like from a weaker neighbour; and amongst a certain class of literary men it is still honest and fair to steal your rival's matter; but, putting on one side these two exceptions, we take it there is a higher code than law, and right and wrong are not defined by the presence or absence of punishment for a given offence. There are many persons extremely ignorant on the subject of Whist law; they think, because a penalty tells against them with considerable harshness, that therefore they are justified in escaping the penalty by means of a quibble. The laws are unequal, but they are generally understood. An outsider can always be appealed to, and rough and ready justice is the best that can be obtained. But a cheerful compliance with the law, whether it is for or against us, is an essential characteristic of a Whist-playing gentleman. To attempt to evade a law is an act contemptible in itself, and should be held up to the scorn of the Whist playing community. The law never assumes that any one will commit an intentional error. It provides for carelessness, and for the nonperfectibility of human nature, but it nowhere assumes that to gain a benefit directly or indirectly, or to evade a penalty for a blunder committed, that any Whist player will wilfully commit a Whist mistake. It would constantly answer, notwithstanding the penalty, to show your partner that you possessed the Ace of trumps when you wanted trumps led; but did anybody ever dream of thus exposing a card, or if it were purposely done would anybody in his senses play at the same table with the man thus misconducting himself. It comes, then, to this, there are many things not provided for by law, and which no makers of laws could anticipate. These matters may sometimes be contrary to etiquette, but the real rules should be in a man's own breast. As you would do nothing even if lawful that you thought unbecoming a gentleman in business, or in your ordinary intercourse with your fellows, so in like manner, and to our mind, if possible with more care, should you behave at the Whist table. You are engaged in an amusement, and nothing approaching shabby behaviour or trickery will ever enter the head of a well-regulated mind. Some mistakes there are constantly committed at the Whist table—breaches of etiquette often—but these cases, we believe, are committed from sheer ignorance, or a want of the power to appreciate the feelings of others. There are certain men who

play that have not the refined feelings of a true gentleman, and if you cannot avoid their society (as often it would be wrong to do) you must bear with their infirmities, particularly as some people imagine that a gentleman is like the poet, born—not educated. It is a theory we do not acknowledge, because without education the child will certainly lie and steal. The knowledge of Meum and Teum cannot be innate, but the gentleman, whether born or educated, will never wilfully do an injury to his neighbour.

We trust we have said sufficient to convince our argumentative and experimentalizing friend that the whole duty of man is not contained in the Whist code. But there is another point on which we desire to dilate. Not only is the observance of the Whist law imperative, but when a penalty is incurred, the culprit should cheerfully pay the legal penalties. We cannot hope that Whist players will submit to the disembowelling process with the equanimity of a Chinese Mandarin, but these supposed barbarians certainly set an example worthy of the imitation of the Whist playing community. The laws are salutary in themselves, and they are necessary for the true enjoyment of the game. Who has not undergone the torture of playing at Whist with incorrigibles, utterly reckless in the matter of laws? Men—aye, and women—who consider cheating at games the natural and proper course? To such as these it is hopeless to speak. With them Whist is skittles, and there is an end of it. But there are many club players who make themselves particularly obnoxious when they or their partner commit a Whist fault. It is not the province of a gentleman to make himself disagreeable, or to grumble because the fault has been committed. We are liable to err, and when we do so we can but confess our error, and make the best amends in our power. To gracefully acknowledge a fault and to pay the penalty are duties as plain as to pay any other debt of honour. Yet how often we see the surly face, and hear the muttered growl, because an exposed card is called, and how often do we witness the etiquette of the game set at nought. To our mind, to call attention to a card played with an object, to draw a card before the right time to play, or to commit any other offence for which there is no penalty, are worse faults than playing out of turn or making a revoke. The one is avoidable, the other any man may commit. The man who will not attend to the etiquette of the game is sure, sooner or later, to raise a storm of indignation. It will be for the benefit of the Whist community with whom the offender plays to notice the first breach, or he will go on from bad to worse, like the common dram drinker. No breach of the higher Whist laws, however trivial, should be permitted, and a single player with sufficient moral courage and moderately good humour can put a stop to irregularities without any serious risk of giving offence.

LETTERS TO MY AUNT ON THE PHYSIOLOGY OF GAMBLING.

No. I.

—— *nos te*
Nos facimus, Fortuna, Deam Cœloque locamus.—JUVENAL, Sat. X.

MY DEAR AUNT,—I have received the letter, and also the tract which the Rev. Josiah Longwind was so good as to forward to me. You can hardly expect me to answer the latter, which is an insane product of sanctimonious imbecility; but your letter, my dear Aunt, is so sensible, so full of apparently cogent arguments, that you will allow me, I am sure, to reply to it at some length.

You say, "I hear that you spend a good deal of your time in playing Whist, Chess, and occasionally Billiards. Now, if you play simply for the love of the game, it is certainly a great waste of time; and if for stakes to win or to lose, I need not tell you that I consider it wrong."

The case against play thus stated by you, in a few words, is as powerfully put as it ever was in any long disquisition on the subject. I certainly differ from your views, and though I admire the aptness I deny the truth of your dilemma.

I will try to prove to you later, my dear Aunt, what the real physiological basis for gambling is—how it is necessary, both for our happiness and our perfectibility, to cultivate *all* our qualities, and how the instinct of *aggressive acquisitiveness*, which is the foundation of gambling, is found in all races, all climes, and all ages; and, in reality, is part and parcel of human nature.

But, before entering into the scientific part of my argument, you will allow me to relate to you a few incidents in my own life, which will convince even the Rev. J. Longwind that play is not all evil.

You know, my dear Aunt, that when my father, your husband's younger brother, died, he left a numerous family, perfectly unprovided, to the world. In his case it was certainly not gambling which prevented his rise, because he never handled a cue or touched a card, or made a single bet in his life. If he had been a Chess or Whist player, he might perhaps have seen through the combination of his competitors in trade—which ultimately ruined him—and perhaps prevented it. However that may be, the fact was that, at nineteen years of age, an unpaid clerk in a large accountant's office, I was left entirely to my own resources. This is, as you know, more than twenty years ago. Now I am enjoying an income of £600 a year, I am in fair health, and reasonably happy, and I owe this in some measure to the pursuits which you so strongly condemn. Possibly

I might have risen in my office without them; but the attention of my principals was called to me when I suggested an improvement in keeping accounts based upon the ingenious German Chess Notation. Sometime later, the weight which, as a sound Whist player, I always laid upon apparently trifling circumstances, saved a large sum to my employers, which of course was a further stepping stone to my fortune. It is true that I never neglected my business, but in the hours when my comrades used to go to the Theatres, Music Halls, or even to Cremorne, I could be seen playing at the Divan—it was a comfortable place then—a well-contested Gambit, or brooding for hours over an interesting Problem.

When I was nearly thirty years of age, I joined the "Deschapelles Club." We had a good deal of Chess, a good deal of Shilling Whist, and still more—mirth, wit and humour. I enjoyed my evenings there, but soon after, unfortunately, my health began to fail. There was nothing very tangible the matter with me. I had continual headaches, was very nervous, and got very thin. You know how ill I looked when I went down to Pear Hall, and I was no better when I returned. I consulted half a dozen of the most celebrated doctors, but my health did not improve.

One evening, I was watching at the Club a rubber of Whist. The player whose hand I looked over was Dr. Z, a young physician, with an enormous beard and no patients (now he has plenty of patients but no beard). I saw him win a game in such a remarkable manner that I asked him how he knew that the King of his adversary was unguarded. He laughed boisterously, as was his wont, and said, "Because I knew he had the 3 of Diamonds."

Going home, I pondered over the memory and the inductive power of the Doctor, and determined to call on him next morning. After examining me, he said, "What do you take for breakfast?" "Coffee," I said; "And I see," he cried, "you take Coffee at the Club in the evening. The Coffee is good there, hey?" "Very good," I answered, wondering what that had to do with my illness. "And your lodgings are close to the Club, and not far from your office?" "Yes." "Now, my good fellow, take my advice; take lodgings some three or four miles from where you are at present. Walk to your office, breakfast on Milk or Cocoa, and take a glass of good Ale instead of Coffee in the evening. No need for your guinea," he ended (but he pocketed it nevertheless—he was very poor then). I followed his counsel, and in less than a month I was all right again. "The 3 of Diamonds has been overlooked," I thought smilingly, "by all these clever leeches, including Sir Mighty Bolus."

I have one or two more instances to give you from my own experience, but my letter is unreasonably long already, and I defer it to the next. With my best love to you, and best regards to Uncle Joe,

I remain, your dutiful Nephew, ROBERT CHANCE.

P.S.—You deplore the war now raging. What is it but gambling on a large scale? The *dénouement* reminds me of a scene I once witnessed at Ventnor. Being there for a day, I turned, in the evening, into the Billiard-room of the place—a sort of hovel, erected on the shore, frequented by the most motley set I ever saw, including fishermen with naked feet, and exhaling, of course, a most ancient and fish-like smell. There was an interesting match going on. A young man, apparently fresh from College, was playing against a member of the Billiard sharper fraternity, apparently from the Emerald Isle. The young man had staked a diamond ring against the watch of the Irishman. The latter thought himself sure of winning; but, as it sometimes happens, the pigeon beat the hawk. A series of flukes, and some really brilliant strokes, landed the Collegian a winner. He, of course, claimed the watch, but the Irishman burst out in a flood of eloquence, to which I can do but scanty justice. "The watch!" he cried; "this watch! a watch which was in my family for three hundred years and more—a watch which my father wore to his dying day, and with his very last word bequeathed to me. No, sir, this watch will never, never part from me. Ask for this watch! ask for my life at once," he said, and laid his bosom bare. "Stab me—kill me," he shouted to the frightened youth. "Tear my heart out of my breast, but you shall not have the watch of the O'Briens. I appeal to you all here," casting an imploring glance to the ragged audience. "I will give him an I O U for the value, but no one with the heart of a man would exact such a sacred relic." The audience applauded these noble sentiments, and looked so fiercely on the unlucky victor that he was too glad to find his way out. I followed him, and asked, smilingly, whether he ever expected to see the watch of the O'Brien's. "The watch of the O'Brien's, indeed! the pigeon exclaimed, *The Rascal won it from me only a few days ago.*"

DOUBLE DUMMY PROBLEMS.

By F. H. LEWIS. No. XV.

A's HAND.—S 3, 2; H A 3, 2; C 4, 3, 2; D A, K, Kv, 10, 2.

X's HAND.—S A, 10, 8, 4; H K, Q, Kv; C K, Kv, 10, 9; D Q, 3.

B's HAND.—S K, Q, Kv, 9; H 10, 9, 8, 7; C A, Q, 8; D 5, 4.

Z's HAND.—S 7, 6, 5; H 6, 5, 4; C 7, 6, 5; D 9, 8, 7, 6.

S Trumps. A to lead, and A and B to make 6 by cards.

DRAMATIC NOTES.

COMPARING small things with great, or great with small, according to the taste of the reader, we find that theatrical history, like the history of the world at large, consists of periods of action and re-action. It is now barely two years ago since modern Comedy was first introduced, and hailed as something new and pleasant. To people who had become tired of slovenly performances of Comedy and Tragedy, and the eternal and monotonous Melodrama, in which the vicious and the virtuous alike never varied their proceedings, the natural, piquant, and complete representations of Mr. Robertson's plays, at the Prince of Wales's Theatre, proved a new source of pleasure. But now the re-action is taking place, and numerous prophets have arisen, who decry and despise this new order of the Drama. One of these is Mr. Percy Fitzgerald, who has written a book on the *Principles of Comedy and Dramatic Effect*, in which there is a good deal of sound sense, a little hyper-criticism, and some elaborate researches into the conceptions of character made by certain actors, which must astonish those gentlemen. Mr. Fitzgerald is particularly severe on modern Comedy, and as an example, he quotes parallel passages from *School* and *She Stoops to Conquer*. The comparison is hardly fair, and Mr. Fitzgerald takes care to pick out the worst things from the former Play. The *Athenæum*, following suit, denounces Mr. Robertson and all his works, and unkindly stigmatises them as the "tea-cup and saucer" order of Drama. But if the alternative left to us is to partake of adulterated wines or coarse beer, by all means let us stick to a cup of tea, provided it is good; and none can deny that Mr. Robertson's Comedies are good after their kind. These writers lose sight of the main point, which is, that the public has to choose between the good performance of modern Comedy, and the very indifferent representations, with which they are sometimes favoured, of Shakspeare and Sheridan, and the productions of Messrs. Boucicault and Burnand. Surely it is better to see a specimen of modern Comedy, as *Ours*, than a Melodrama, as *The Flowers of the Forest*, or a Burlesque, as *Elizabeth;* both these latter plays being really of much the same order, with the exception that one laughs at the melodrama, whilst one yawns over the burlesque. And, as regards acting, who would not prefer to see Mr. Hare, Mr. Irving, and Mr. Montague in Robertson or Albery, than to behold Messrs. Howe, Rogers, and Braid in Sheridan or Goldsmith? As we have said, there is little choice in the matter, and until we get more of such plays as Mr. Gilbert's *Palace of Truth*, which we shall presently consider, let us make the most of the small excellencies we can command. There is another reaction going on, which is altogether more unpleasant to contemplate. Mr. Macready made a clean sweep of the objectionable saloon system that reigned before his management. We will not say that it has been revived, but there are evident symptoms that some such revival will take place, unless something is done to check it. Nearly every theatre has now its imposing refreshment bar, presided over by young ladies, gorgeous in chignons and attire generally, who are equally ready to crack a joke or a bonbon with the thirsty playgoer—for a consideration.

This is the first step, and in some connection with it may be noticed the growing and unhealthy desire of certain managers, and more particularly manageresses, to appropriate the leavings of the Alhambra. The performances at that institution were summarily suppressed by the Middlesex magistrates, on the grounds that they conduced to the deterioration of the public morals. No sooner was this done, than the disengaged performers were eagerly snapped up by the managers of two theatres. Possibly the Lord Chamberlain may be right, and the magistrates wrong; but it would be as well to have some consistency in the matter. It might be thought that the correction of these drawbacks would come within the province of the daily and weekly dramatic critics; but these gentlemen possess such a large reservoir of the milk of human kindness, that they never discover any blots in stage matters till the public itself makes it impossible for them to overlook them. They never found out the absurdity of the Adelphi drama, or the present imbecility of burlesque, till the audiences showed them the way; and now, making up for lost time, they are killing the dead with wonderful energy, oblivious of the new evils that are arising.

Mr. W. S. Gilbert, from whose previous efforts much was expected, has made a considerable advance in his last play—the *Palace of Truth*. We are inclined to agree unreservedly with the warm praise that has been freely bestowed on it. The moral is good, the story interesting, the types of character are on the whole clearly and fully designed, and the piece is written in flowing verse. The biting satire which rendered the *Old Score* less popular than it deserved to be, is not so marked in this play, and in exchange we have an abundance of delicate fancies and metaphors closely followed to their end. Where all is so good, we have the less hesitation in pointing out one or two flaws in Mr. Gilbert's handiwork. To begin with, we think he has made a great mistake in producing his play at the Haymarket Theatre. The delicate and poetical satire is completely lost on the average audience of that theatre, who simply tolerate the piece for the presence of Mr. Buckstone. On the third night of the performance of the comedy, we watched the audience, and noticed that Mr. Gilbert's best points caused not a muscle to move on the faces of the red-cloaked or white-whiskered denizens of the dress-circle, whilst the entrance of Mr. Buckstone sent a sigh of relief and anticipation through their pre-Adamite bosoms. In the character of Prince Philamir there seems to be a slight contradiction. While under the magic influence of the Palace of Truth, and when he is perforce bound to give vent to his real sentiments, he avows a passionate and genuine love for the Lady Mirza, and a mere tolerant indifference for the

Princess Zeolide. When he finds that Mirza has been possessed of the talisman, and has simply intrigued to win him, his sentiments—and he is now no longer under the influence of the spell—revert to the Princess. But is this possible, and what sort of a husband would he make to the lady whom he only tolerated? And the transition in Mirza is too abrupt; nor is it made plain to the audience in what her great wickedness consisted, as the mere use of deceit to gain another woman's lover is not very generally condemned. For this reason, we suppose, she is allowed to return calmly to the stage to take her share in the tag. If our theory has been correct, she would prove a dangerous neighbour for the newly-wedded pair. Mr. Gilbert has been tolerably fortunate in his exponents,—Miss Caroline Hill and Miss Robertson acting well as Mirza and the Princess, though Miss Robertson is seen to greater advantage in the afterpiece, *Uncle's Will*, in which she is perfect. The best acting is shown by Mr. Everill, whose gestures, whilst unconsciously telling the truth, were extremely natural. We look forward with pleasant anticipation to Mr. Gilbert's next venture, which will combine, we trust, the characteristics of the *Palace of Truth* and *An Old Score*, and which, in deference to the tastes of the day, should be clothed in modern dress.

Less satisfactory than his *Little Em'ly* is Mr. Andrew Halliday's adaptation of *Nell; or the Old Curiosity Shop*. In the former play, taking the story of Em'ly as the foundation, Mr. Halliday managed to introduce Mr. Micawber and his eccentricities without disturbance to the main plot. But in *Nell* we have a hotch-potch of Quilp, Dick Swiveller, and the old grandfather; a little of one, a little of another, all in turn; until the spectator becomes confused, and the scenes appear to have as little connection with one another as the dissolving views at the Polytechnic; and yet Mr. Halliday has experience enough to do better than this. He has been now for some time retained on the establishment of Drury-lane,—on an equal footing with Mr. Beverley, Dykwynkyn, and Mr. Blanchard,—to cook up dishes for the autumnal banquet. He has had to provide an annual framework, of a meagre order, for the scene painter, the machinist, and the talented Vokes family to work upon. He is, therefore, no novice at this business. But we imagine that, in the present instance, his feelings as an adapter and as an admirer of Dickens clashed. We can readily understand with what delight he approached his subject. To a professed adapter, the story of Little Nell would present many inducements. With one eye on the book, and the other on the public, he would calculate the effects of the fire at Quilp's wharf, of the scene at the country fair, and of the pony Whisker. But the exquisite pathos of the main story, and the eccentricities of Quilp and Dick Swiveller, would make him wish to combine literary excellence with sensational scenes. Much, no doubt to his own regret, Mr. Halliday has been compelled to leave out the pony, but in lieu thereof we are treated to an apotheosis which is not in the book. The wall of the village church is made to recede, and little Nell is seen in the act of ascending to heaven, escorted by an assortment of full-limbed angels, the sweet voices of concealed choristers jangling an accompaniment out of tune. The only drawback to this celestial effect is that those of the audience who have not read the book, and who may be some distance from the stage, are not quite clear whether it is little Nell or Dick Swiveller who is taking this aerial voyage, having in the previous scene been introduced to the gentleman on a sick bed. The result, therefore, of Mr. Halliday's attempt is confusion, as the characters have no time to make each other's acquaintance, and are being continually bustled off to make way for some dioramic expedient. The actors concerned struggled manfully to put some life into the play, and what success it will have is owing to the acting of Mr. Belmore, as the Grandfather, and the identification of Mr. Clarke with the character of Quilp.

NOTICES TO CORRESPONDENTS.

CHESS.

G. E. B., Inverness.—We gladly recognize the warm interest you take in our magazine. But for that indeed we should not seriously notice your criticism of the problems in our October number. Problem No. XXI.—The necessity for the B is perhaps open to question, but the author is entitled to some consideration. Problem No. XXII.—Does not admit of any other solution than the author's. If Black, in reply to either of your moves, plays K to K 4, you cannot effect mate in two more moves. Problem No. XXIII.—Your remarks upon this problem plainly shew that you have not studied it at all. Pieces are as necessary in a problem to prevent solutions as to effect the one the composer intends. There is no second solution to this problem. Are you serious in giving these moves?

1. Q to Q 5	1. Q takes Q
2. Kt to (say) Kt 8 dis ch	2. Q interposes
3. R takes Q	3. Mate!

How about the Black Pawn at K B 2? We should be very glad to publish perfect problems in our magazine. But where are we to get them? If all Chess publications were to set up such a standard as your criticism implies to be necessary, there would be an end of problem making and problem solving. Thanks for the problem; the position is neat, and the solution involves a pretty combination; but there is nothing novel in the idea. E. F. will, we have no doubt, respond to your enquiry respecting the meaning he attaches to the term "originality," as applied to D'Orville's problem. We believe his meaning to be that neither the medium nor the final ideas (to adopt your classification) are the conceptions of D'Orville's own mind.

DESDECHADO.—Solutions correct in all save No. 28. How do you propose to win after Black has taken R with P? Black wins in that case.

DESDECHADO (Second Letter).—Your solution of M. Barbier's problem, although differing from the author's on the third move, is, we are bound to admit, quite as effectual. You are wrong however as regards Mr. Ormond's pretty little problem. If, in reply to your move—2. Kt to Kt 4 Black plays K to K 4, you cannot mate next move. You are right in the other cases.

WHIST.

W. W.—If a player at eight says, "Can you one?" is his partner bound to answer, yes or no? A dispute arose thus:—A, D, B and C play. A says, "Can you one." B, his partner, answers, "play away." C remonstrates, and says, you must answer, yes or no. B only replies, "play away, play away." C then leads a small trump. A plays another. D plays ten, thinking it was a sure trick; but B has two honours, but would not answer his partner, because he was betting on the odd trick. Is this fair play?—*Ans.* B is not bound to answer. The only laws to which we can refer on Long Whist are Hoyle's, and they are silent on the subject; but, in considering the question, we are at once struck with the anomaly that, at the point of eight, it is optional with the player holding two honours to call or not. Whilst, if the view contended for be correct, it is not optional with the player holding one honour to say nothing. This could scarcely be considered right. But to carry out this view we should have to create a penalty, and we have frequently contended, in these columns, that it is the province of the law makers, and not the construers of law, so to do. No doubt the case has frequently been decided by the Portland, in the olden times; but, unfortunately, these decisions are not open to the public. We wish they were, and we cannot conceive why the Portland committee, under proper regulations, will not let the public have the benefit of their decisions. We should only be too happy to publish them month by month, gratis, and we feel assured the Whist community would be grateful for that which could do the Club no harm.

Our correspondent should bear in mind that, by the refusal to answer, he gives his opponent a chance of winning the game or saving a point, and if the bet on the odd trick was in proportion to the points, this ought to be a *quid pro quo* for the damage he sustained in the finesse of the ten; because, how many hands occur where we expect to win the odd trick, and fail to do so. The laws of Whist were not made on the assumption that there was to be a bet on the odd trick, and the practice of so betting is one we always deplore as leading to bad play; looking for the odd trick rather than to the joint interest of the players.

FLO.—If you play an unnecessarily high card, and afterwards a lower card of the same suit, that is a command to your partner to lead trumps, and is called a Blue Peter. See an article on the subject at page 58 of Vol. I. of these Papers, August 1868.

VIATOR ROTUNDUS.—I refer to the questions in your last number, and I ask—(1) If a player, having renounced a suit, plays another (fifth) card without specifying in the most distinct manner that such card is intended for the trick, and the trump to remain an exposed card, can any private intention of his be recognized? (2) Supposing such a case, would not placing this trick on his heap when it was clearly not his be enough to establish the revoke, and to put out of the question the entertaining of the intention above suggested? (3) Is not playing a fifth card equivalent, and even more than equivalent, to gathering, turning, and quitting a trick. *Ans.* (1) The fourth player plays a card not of the suit led and then plays another card. He has one of the suit led. This is a revoke. We are not prepared to say that A in his dilemma could not have put down two cards and told his adversaries to call one, but there is nothing of the sort done. If A intended this, he clearly should have said so. (2) We should be sorry to allow the intention of the player to enter into the question of law. The gathering the trick and the playing again are the only acts we recognize. (3) Playing again is an act equivalent to turning and quitting the trick, provided the act of play is by the revoking party, or his partner.

N. A. S.—A player does not follow suit when he can. The card is turned, but not quitted, when the player's partner asks if he has none of the suit. He answers something, which is taken by the opponents to mean, "No," and the trick is quitted. He then says, "Oh, yes, I have one." A bystander is referred to on the fact, whether the first answer was, "No," or not, but he will not decide that, but says the opponents were a little too quick. What is the duty of the bystander?—*Ans.* To answer the question that is put to him. The questions were simply, did the player say, "No?" did his opponents then quit the trick? If both questions are answered in the affirmative,—the revoke was established.

T. P.—If, under the impression you have not one of the suit led, you play another card, and before the trick is turned and quitted you find you have one of the suit led, your adversaries can require you to play your highest or lowest of the suit, or may call your exposed card when they please. They cannot do both.

DESDECHADO.—The price of Cavendish's principal work on Whist is 3s 6d; the laws of Whist 6d; Ecarté 6d. De La Rue and Co. publish all Cavendish's works. (2) So long as that gentleman uses a *nom de plume*, it would be contrary to etiquette to publish his real name, and we must therefore decline to comply with your request.

J. L. B.—Will you kindly state in your next issue the best treatise on the relative merits of Long and Short Whist?—*Ans.* We know of no such work. The subject is casually mentioned by Mr. Clay, pages 27 and 28. The longest article on the subject appears in Deschapelle's Treatise. A translation of the pith of the matter appears in Bohn's Handbook, pp. 149 and 185. Several other writers have mentioned the subject, but it has never been seriously treated. It was assumed that Long Whist became more exciting when the score reached five all, and as there was still the same room for skill it became generally admitted, without discussion, that Short Whist was superior to Long.

T. H.—If, last player, you put on King where a Ten would win, and afterwards play the Ten, we should calculate you had all of the suit left in between the Ten and King.

G. S. and C.—It is unfair to revoke on purpose, notwithstanding the revoke is the only way to save a game.

PIQUET.

S. S. — I claim a quart. My antagonist says, what to? I reply, to the Kv. He says, not good. When I have played he claims his score, which is a quart to the Queen; I then find I have a quint to the Kv, and I claim to bar his score, although I know I cannot count my quint. Is he entitled to his 4 or not?—*Ans.* He is entitled to his 4.

O. NOLDA.—If you discard 4 cards, and take in 5, you can score nothing that hand, but the fact of your having the point, a sequence, or anything else that is good, prevents your adversary repiquing you. And in like manner winning a trick, although you cannot count, prevents a capot.

W AND C.—A, elder hand, claims 4 for his point; B, younger hand, says, "not good." A then claims a sequence of 4 (good), 14 Aces, 3 Kings, 3 Queens, and plays out 6 cards; total 30. Is he entitled to score 60 because B has forgotten to count, or to show his point?—*Ans.* This case does not state whether B has played a card. If he has not done so, but has simply allowed his adversary to play out his cards and count them, he is in time to stop the Pique by showing his point. But if he has played a card before having shown his point, A is entitled to reckon his point of 4, and has of course made a Pique and something more.

T. O. W.—I, elder hand, claim 40 for my point. This is declared good, and I show it. The point is really 41. My adversary alleges that I have claimed incorrectly, and that I am, therefore, not at liberty to score anything that hand?—*Ans.* Your adversary has misunderstood the law. If you claimed 14 Kings, and scored them, and you had only 3 Kings, and you failed to rectify your mistake before you played, you could score nothing that hand, but the law does not punish you for claiming too little. You would not be prevented scoring 3 Kings when you had 14 if you claimed 3 only, and so with your 40 if you claim 40, and it is really 41; you have done no harm to your opponent. You have run the risk of loss, with no chance of gain by your inaccurate claim. There must be some reciprocity in these things. A bet is not good unless you have a chance of success.

A.—My adversary deals me 13 cards, which I find out, and declare. Must there be a new deal?—*Ans.* It is at your option to stand the deal. If you decide to do so, you must leave the dealer three cards.

The Westminster Papers.

1st JANUARY 1871.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE match promoted by the St. George's Chess Club, between Mr. Wisker, the English champion, and the distinguished Parisian player, M. Rosenthal, which we announced in our November number, is progressing steadily. The terms of the match are as follows :—Nine games to be played in all, and the winner of the majority to receive a prize of £10, while a *solatium* of £5 is reserved for the loser. The games to be played at the rooms of the St. George's Club, and at least three games to be concluded in each week until the termination of the match ; the time allowed for consideration of the moves being two hours for every thirty moves on each side. The match commenced on Saturday the 10th of December, and M. Rosenthal having gained 'the move,' led off with an Evans Gambit, which, after a prolonged and masterly defence, was won by the English champion. An unpleasant incident occurred during the progress of this game, which, but for the forbearance of the victor, might have led to a "difficulty" at the very outset. In the absence of the players, who had adjourned for refreshment, the "gallery" amused themselves with speculative variations on the match board, and this piece of horse play resulted in the misplacement of a Knight. The play was resumed on the return of the combatants. The game was won by Mr. Wisker, and the misplacement of the piece was discovered only on the players going over the game from the beginning. M. Rosenthal appealed to the umpires, who, on what grounds we fail to fathom, decided that the game should be played over again from the point where the misplacement occurred. Mr. Wisker consented, and his concession was rewarded by a second victory. The second game was opened by Mr. Wisker, who chose the Bishop's Gambit, and the result was a draw. In the third game, M. Rosenthal appeared anxious for another Evans Gambit, but Mr. Wisker played the two Knights' defence, and won. The fourth, a Scotch Gambit—an excellent specimen of both players' very opposite styles—was won by M. Rosenthal. The fifth game (Ruy Lopez opening) resulted in a draw. The two last-named games will be found in another part of this Paper.

The more than ordinary interest exhibited by Metropolitan amateurs in this match is accounted for by the circumstance that it is not viewed as simply an encounter between two first-rate players, but is also regarded as a match between two rival schools of play. The English champion is learned in book lore, and cold and wary in play. He conducts an apparently losing game with as much earnestness as prudence, and is the least likely personage in the world to be either unduly elated or despondent, whatever the result may be. His adversary is, on the contrary, a brilliant, and even an adventurous player, possessing much originality, and resources under difficulties that appear equal to all occasions.

It may be said, indeed, that the result of this match will help philosophers to a solution of the celebrated problem relative to the consequences which would ensue upon the contact of an irresistible force with an immovable body. The play will be continued next week.

The officials of the Counties Chess Association have not vouchsafed us any answer to our question respecting the "Cup" won by Mr. Thorold. We have, however, received information from the *best* authority that there never was any cup in existence; and that, in violation of the rules of the Association, the prize was awarded in money. Having discharged our duty in directing attention to this proceeding, we now leave the matter in the hands of the members.

Our Illustrious Friend is "at it again." He has published a list of the committee of the St. George's Club, which includes his own name. We should like to ask him when he attended a meeting of that Committee, and how many years have elapsed since he was a subscribing member of the club.

Land and Water maintains its reputation as the best Chess Column in the weekly press. The number of 24th December contains an interesting analysis of a variation in the Muzio Gambit, by Mr. Cochrane.

Our contemporary, *The Field*, after a few weeks of dignified hesitation, has evidently taken our friendly hints as to the deficiencies of its Chess Column in a proper spirit. The interval was apparently devoted to

a diligent study of the *American Chess Monthly*, vol. ii., 1858, from which was taken Mr. Fiske's ingenious puzzle of the Knight's leap, the author being set down as Mr. Loyd. But on the 17th December 1870——memorable day!—the chess community was startled to read in *The Field* of that date an account of the match between Messrs. Wisker and Rosenthal, and the first game played in it.

When it is remembered that the match was begun only on the 10th December, and keeping in view the recent characteristics of the *Field* Chess Column, it will be obvious that there really was cause for wonder.

But it was not alone this marvellous awakening of *The Field* to the Present (with a capital P, please), which excited attention. In the terms in which the match was described, the reference to the players, their past exploits, and their present repute, no traces could be discerned of that style whose "thick rotundity" has distinguished its master for so long a period. There was not an effort to depreciate any one, but all was simple, natural, and in harmony with the theme. Astonished chess players expressed their emotions in awe-stricken whispers, in the presence of this resurrection, which came upon them without note of warning.

"With fear of change perplexing"—CHESS CLUBS.

Ultimately, however, people became reassured. It was admitted on all sides that the change was in the right direction, and for our own part, as we were the first to point out the sins of *The Field*, we are glad to be also first in acknowledging its amendment.

But another surprise was in store for the readers of *The Field*. The issue of that paper for the 24th December positively contained the latest score of the match referred to. Even *Land and Water*, or ourselves, could do no more than that. Bravo, *Field!* You used to remind us of a lighthouse without a light. Now you give us light and—thanks, Mr. Arnold—sweetness also.

It is impossible at this happy season of family union in this country to banish from our minds some thought of the evil influence the terrible and hateful war now raging in France has exercised upon the domestic life of that unhappy nation. Wives and children are separated from husbands and fathers, and have been suddenly reduced from comfort, and even affluence, to helpless destitution, while the bread-winner is battling, it may almost be said hopelessly, for the recovery or defence of his desecrated home.

We leave the question of general relief of the consequent distress to abler and more influential pens than ours, but in one case we feel bound to make an earnest appeal to all Chess Players for assistance.

M. Sanson, the distinguished author of many works on Chess, the editor of *L'Echiquier*, and of the latest and best edition of *Philidor*, is now engaged in the active defence of Paris, and his wife and three children are in this country, their scanty hoard exhausted, and without any means of support. Before the war, M. Sanson was engaged upon a work on Chess Openings, which we had the pleasure of reviewing in our number for June 1870; and we shall be glad to receive subscriptions for this work, to be applied to the immediate relief of the author's wife and children.

The amount of the subscription is Five Shillings, and we are authorised to state that copies will be forwarded to all subscribers at the conclusion of the war. We trust that every Chess Player in the kingdom is possessed of that chivalric spirit the practice of our Royal Game is said to inspire, and that all will promptly respond to our appeal in behalf of an estimable lady and her young children. This is not a case of "shaking the hat" for the benefit of a merely professional Chess Player "out of luck," (as such it would find no place in our pages,) for M. Sanson followed an honourable avocation, and devoted only his leisure to the cultivation of Chess; and from our knowledge of the circumstances, we are induced to press upon all our friends the extremity of distress to which his family is now exposed, and its just claims upon their sympathies. Post Office Orders should be made payable, and all remittances addressed to Mr. Charles Mossop, Westminster Chess Club, Caledonian Hotel, Robert Street, Adelphi, London, W.C., and all subscriptions received will be acknowledged, under the names of the subscribers, in these Papers.

We regret to learn that Mr. James Thompson, the well known American Chess Player, died at New York during the past month.

We have also to announce the death of the Rev. E. J. Cordner, an Irish player of repute, one of the earliest members of the Westminster Chess Club, and President of the City and County of Dublin Chess Club. Mr. Cordner and Mr. Thompson were always very popular men amongst Chess players, and we can ill spare such good fellows.

It is intended to hold a Chess Congress this year in New York. The Committee also invite the leading European players to visit America; and, with their usual liberality, we understand they offer to pay the expenses of several of our best players; amongst others, our facetious contemporary, *Land and Water*, alleges they have asked Mr. Staunton. We think we may safely assert that Mr. Staunton will not play with Mr. Morphy or Captain Mackenzie unless those gentlemen consent to receive pawn and move! That point being settled, if the Committee can obtain the society of the great man, with the proviso that he will not play, we can promise them a treat of a high order.

There seems plenty of life amongst the Chess players in Australia. Sydney has challenged the rest of the Colony, and an Association, called the Victorian, has been formed to accept the challenge. The match is to be seven players against seven, and to be played by telegraph. For the present, the new Association meets in the

rooms of the Melbourne Club. The Ballarat players have promptly joined the new Association and we trust the other players in the Colony will do likewise.

The Adelaide Chess Club held its annual meeting on the 31st of August, and the accounts produced shewed a balance in hand of £16. It was decided to purchase a challenge cup, to become the property of the player winning it twice.

In the Melbourne Club handicap, there was a tie between Mr. Stanley of the first, and Mr. Runting of the fourth class. Mr. Stanley gave the odds of Queen's Kt, and on the second attempt failed to accomplish the task. Mr. Runting is therefore the winner. From a letter of Mr. Stanley, we learn that the Melbourne Club consists of eighty players, of whom half are proficients, and he thinks that the Club could hold its own against any of our Provincial Clubs. Mr. Stanley speaks of his want of practice at the game. Surely Captain Mackenzie was strong enough for the most fastidious. Mr. Stanley is very modest as to his Chess position; we scarcely think he could enter any Club on either Continent where his reputation would not have preceded him.

The Chess Congress at Graz ended in the victory of Herr Berger. The play was regulated by the Baden rules, so that the twenty moves an hour rule is firmly established. If our players are to hold their own, they must practice at the speed.

We have received the *Irish Sportsman and Farmer*, to which we referred in our last, and give in the margin a problem therefrom, by Dynari, the conditions of which are somewhat eccentric.

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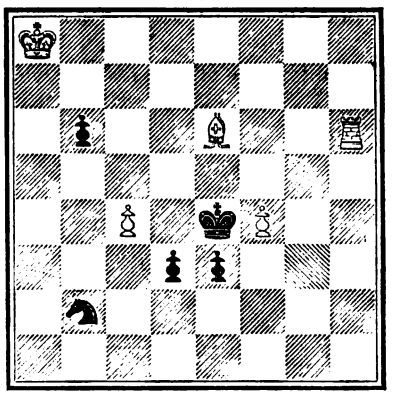


WHITE.

White to play and, with Black's help, mate in four moves.

N.B.—In *ordinary* problems, White *forces* a mate upon Black; in *suicidal* problems, upon himself—Black, in each case, offering the best *resistance*; but, in the problem above, Black gives the best *assistance* to enable White to mate him, as required.

The City of London Handicap has progressed steadily, and the following is the official score suppliedto us:

Class A.					Class B.			
Manley	2	Beat	Fröhling		Huckvale	0	Beat	Harper or Cole
Godfrey	2	,,	M. Down		Johns	1	,,	Gamman
Potter	2	,,	Beardsall		Bartrum	0	,,	Brand
Watts	1	,,	Beadall		H. F. Down (drawn)	1	,,	Chambers (drawn)
J. Clark	1	,,	Swyer		Brain	1	,,	Ormsby
Younger	1	,,	Thompson		Van der Velde	1	,,	T. Nash
Maton	1	,,	Argall		Shedlock	2	,,	W. T. Chappell, resigned
Cole or Harper	0	,,	Frankenstein	0	Fenton	1	,,	T. Smith
Keats	1	,,	Blackburne		Bearne	1	,,	Humphreys
Parr	2	,,	Bird		Rudderforth	1	,,	W. A. Down
De Vere	2	,,	Burn		Standring	1	,,	Parley
Victor	1	,,	R. Clark		H. Chappell	0	,,	Blunt 0

We are glad to learn that Mr. Chappell is better, and that he will soon be able to resume his duties with his accustomed energy.

Mr. Wormald's Chess Openings will be continued in our next Number.

MANCHESTER.

The WESTMINSTER PAPERS can now be procured in Manchester, from Mr. Hopwood, Dalton House, 134 Deansgate, Manchester.

PROBLEMS.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—In reply to your correspondent, "G. E. B.," I beg to say that what I call "originality" in a Chess Problem is something so remarkable in the position, or movement of the pieces, that the authors may say "This is my idea, and whoever borrows it should acknowledge his indebtedness to me."

The three well-known Problems alluded to in your October number are striking illustrations of this property, and so are several of Mr. Loyd's.

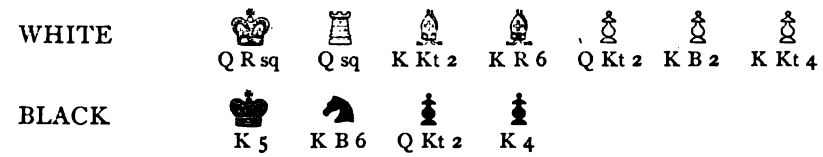
To shew D'Orville's lack of it, let any one set up the Indian Problem in the position *after Mate is effected.* Take away the Black Pawn from K 4, and defend that square by a White Pawn at Q 4; protect P at K Kt 4, and cover K 4 by a White Pawn at K B 3, removing Black Kt, and dispense with the B at K Kt 2 and Pawn at K B 2, by placing White King on K Kt 2.

We have now the very position in which D'Orville gives Mate, transposed from left to right. This is

D'Orville's starting point. Further, one of the ideas of the Indian Problem is to place the pieces in such a position that they are all occupied in confining the White King, who must thus be partially released before he can be mated. D'Orville manipulates his Knights until he arrives at a similar position five moves from Check Mate. This is his Problem.

Yours truly, E. F.

[To enable those of our readers who have not seen the celebrated position, called *The Indian Problem*, to follow E. F.'s argument, we reprint it here.—Ed. W. P.]



White to play and mate in four moves.

THE MEADOW.—AN ELEGIAC.

There is a power—a paper—widely known;
Close-set with heavy matter, over-grown,—
Imperious, swollen with insolence and pride,
Disdainful of all other works beside;
Coldly ignoring every honest name,
And busy trumpeting its own grand fame;
Yclept—"The Meadow of the Country Gent,"
With ears to every sporting cockney lent.
Determined simply by its able head,
By no soft scruples towards high conduct led,
From all his tribe the "Meadow" stands aloof,
Owns no decision, and admits no proof,
Save that alone which in its own dense page.
Appears as—all the wisdom of the age.
Thick teems this "Meadow" with the tiresome word:
'Thus hath the "Meadow" said, or thus inferred;'
No other name is mentioned, friend or foe—
You'd think no journal else lived here below.
We vainly thought that in this world of letters,
We might sometimes be mentioned by our betters.
Ah! no; 'tis scarce allowed that we exist,
In Chess, Ecarté, Croquet, Draughts or Whist.
We manage still to live and breathe (that's flat),
Yet deem the "Meadow" grudges even that;
Pray tell us *why* this Meadow (if you can)
Ignores ourselves—or any other man?
This trick of policy is ever plain,
And comes of evil root,—the greed of gain.
To mention once a fellow worker's name
Might help to spread a well-won honest fame;
To own that other clever pens prevail,
Might take five shillings from the "Meadow's" sale.
Cash and a better tariff is the word,
Good manners and fair dealing is absurd,
"Live, and let live," is, in the Strand, not known,
The "Meadow's" motto is—"We live alone."
All this contemptuous policy we see—
Is, therefore, but the quest of £ s d;
The trick seen thro', of all its merit shorn,
Deserves our laughter, and obtains our scorn.
Yet, since this *is* the course that you pursue,
We'll treat *your* silence to a word or two.
What does the farmer do when land is set,
With noisome weeds, unwholesome, foul and wet?
The stagnant waters must be drained away,
The soil turned upwards to the honest day.
Right thro' the clogging mass the ploughshare's force
Must steer its steady, shining, cutting course.
The 'field' will answer by increased fertility,
Cleared of its weed (unscrupulous ability)—
Cleared of its weed! nay, let us say its weeds,
Its hundred faults that choke the better seeds.
The husbandman, with daily constant care,
Betimes is stirring in the frosty air,
Yet the rank surface baffles all his toil,
A stiff, ungrateful, sullen, barren soil.
Look! what a motley, many-color'd yield
Springs in this rich yet ill-conditioned 'field,'
The sleepy poppy (dullness), lank and long,
Starts in the furrow, flowers the ridge along;
The clinging bindweed (claptrap) thro' the plain
Sends its strong root, and stifles the good grain.
The yellow charlock (jealousy) quite stops
The healthy progress of the honest crops,
Whilst the foul squitch (of malice), odious weed,
Spreads o'er the surface with unwholesome speed.
Bring, then, of canny husbandry, we pray,
The heavier instruments without delay;
Bring ridicule, that mighty scarifier,
And drag its sharp tooth thro' the sullen mire;
Let caustic humour, like a breast plough set,
Take off the useless surface, rank and wet;
Then let strong satire, with a guiding hand,
Rush thro' the cleansed glebe and the better'd land,
Till, yielding to the toil of working men,
You scarce may know this now-clogged 'field' again.

PROBLEMS.

PROBLEM No. XXXIII.—By T. SMITH.

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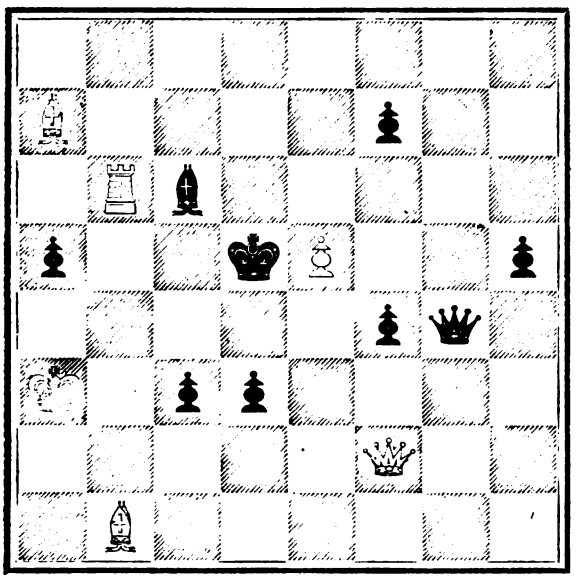

WHITE.

White to play and mate in four moves.

PROBLEM No. XXXIV.—By E. FREEBOROUGH.

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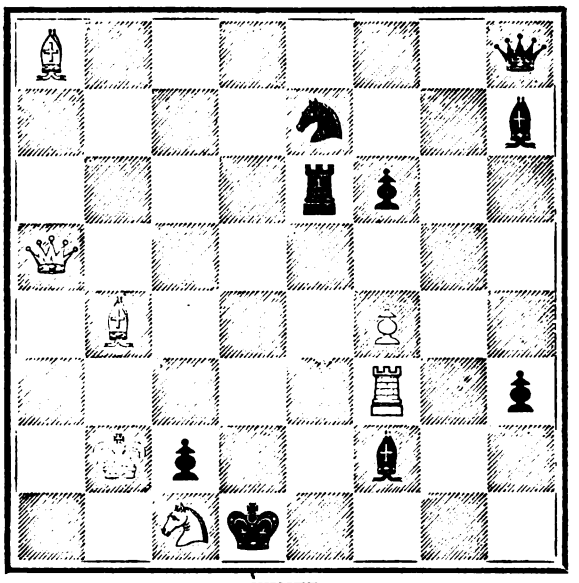

WHITE.

White to play and mate in four moves.

PROBLEM No. XXXV.—By P. T. DUFFY.

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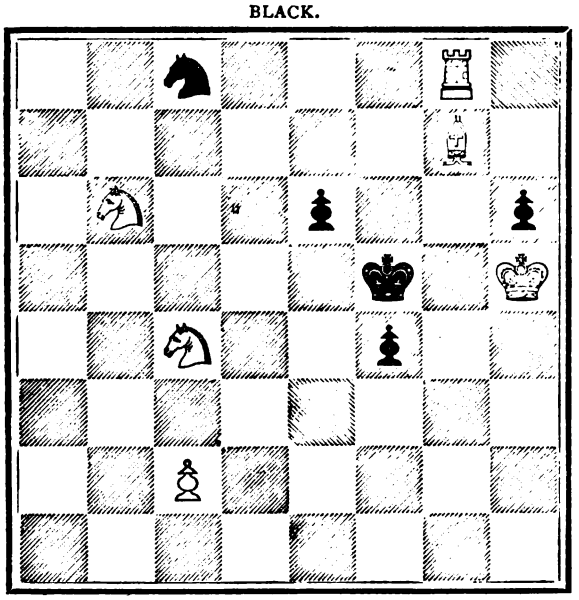

WHITE.

White to play and mate in four moves.

PROBLEM No. XXXVI.—By B. HORWITZ.

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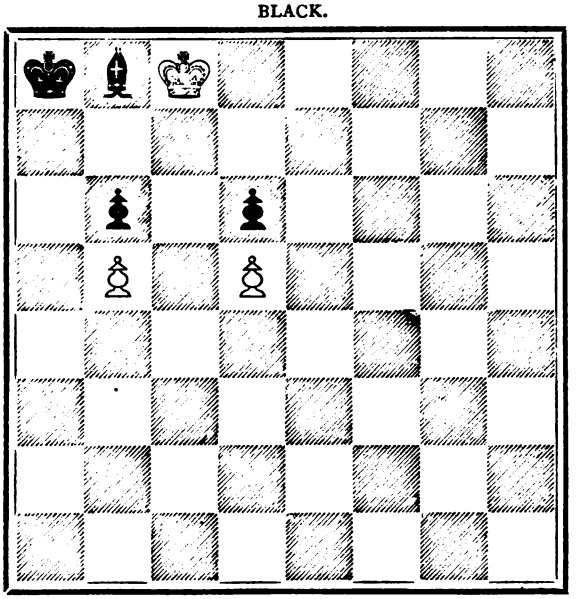


WHITE.

Black to move and win.

SOLUTIONS OF PROBLEMS IN THE NOVEMBER NUMBER.

No. XXV.

WHITE.	BLACK.
1. B to Q 8	1. P takes P
2. Kt to Kt 3	2. K takes R
3. Kt to Kt 6 Mate	

No. XXVI.

WHITE.	BLACK.
1. R to K 7	1. R takes R
2. Kt to K B 7	2. R takes Kt
3. P to K 4 ch	3. Anything
4. Mates accordingly	

No. XXVII.

WHITE.	BLACK.
1. B to Q 5	1. B to Q 2
2. B to B 6	2. B to K 3
3. Kt takes K B P	3. B takes Kt
4. B to R 4	4. Anything
5. Mates	

No. XXVIII.

WHITE.	BLACK.
1. R to Q 4 ch	1. K to B 4
2. R takes Q P ch	2. P tks R best
3. P to Q 4 ch	3. K moves
4. B checks and wins the Q	

GAME LXIX.—Played at the St. George's Chess Club. Scotch Gambit.

White Mr. Wisker.	Black. M. Rosenthal.	White Mr. Wisker.	Black. M. Rosenthal.
1. P to K 4	1. P to K 4	24. Kt to Q sq	24. R to Q R 4
2. Kt to K B 3	2. Kt to Q B 3	25. Kt to K 5	25. Kt to Q 7
3. P to Q 4	3. P takes P	26. R to Q Kt 4	26. R to Q R 8
4. Kt takes P	4. Q to K R 5	27. B to K 2	27. Kt to K 5
5. Kt to Q Kt 5	5. Q takes P (ch)	28. K to B sq	28. Kt to Q B 6
6. B to K 2	6. B to Q Kt 5 (ch)	29. K to K sq	29. Kt takes B
7. B to Q 2	7. K to Q sq	30. K takes Kt	30. Kt to Q B (a)
8. Castles	8. B takes B	31. Kt to K 3	31. Kt to K 2
9. Kt takes B	9. Q to K Kt 3	32. Kt takes B	32. K takes Kt
10. B to Q 3	10. P to K B 4	33. R to Q 4	33. K to K 3
11. Q to K B 3	11. P to Q 3	34. P to Q B 4	34. P takes P
12. K R to K sq	12. P to Q R 3	35. R takes P	35. R to Q R 7 ch
13. Kt to Q B 3	13. Kt to K B 3	36. K to Q 3	36. R to R 6 ch
14. Q R to Q Kt sq	14. B to Q 2.	37. K to K 2	37. R to Q Kt 6
15. P to Q Kt 4	15. Q to K Kt 5	38. P to K R 3	38. R to Kt 7 ch
16. P to Q R 4	16. Q takes Q	39. K to Q 3	39. R takes Q Kt P
17. Kt takes Q	17. R to K sq	40. K to Q B 3	40. Kt to Q 4 ch
18. R takes R	18. K takes R	41. Kt takes Kt	41. K takes Kt
19. P to Q Kt 5	19. P takes P	42. R to Q 4 (ch)	42. K to K 3
20. P takes P	20. Kt to K 2	43. R to Q 8	43. R to Q B 4 ch
21. Kt to Q 2	21. P to Q Kt 3	44. K to Q Kt 3	44. P to K R 3
22. P to K B 4	22. P to Q 4	45. P to K Kt 4	45. P takes P
23. Kt to K B 3	23. Kt to K 5	46. P takes P, and after a few more moves Black resigns.	

(a) The best move here is R to R 5, because White must lose a Pawn.

GAME LXX.—Played at St. George's Chess Club, 24th December, between M. Rosenthal and Mr. Wisker.

White. M. Rosenthal.	Black. Mr. Wisker.	White. M. Rosenthal.	Black. Mr. Wisker.
1. P to K 4	1. P to K 4	25. Q takes Q	25. B takes Q
2. Kt to K B 3	2. Kt to Q B 3	26. R takes B	26. P takes P
3. B to Q Kt 5	3. P to Q R 3	27. R to K R 4	27. K to K Kt 3
4. B to Q R 4	4. Kt to K B 3	28. P takes P	28. R to K B 4
5. Castles	5. B to K 2	29. R to K sq	29. R to K Kt 4 ch
6. P to Q 4	6. P takes P	30. K to K R sq	30. Q R to K sq
7. P to K 5	7. K Kt to K 5	31. K R to K 4	31. R to K 3
8. B takes Kt	8. Q P takes B	32. K R to K 3	32. P to K R 4
9. Q takes P	9. B to K B 4	33. P to K R 3	33. K to K B 2
10. Kt to Q B 3	10. Kt takes Kt	34. K to K R 2	34. Q R to K Kt 3
11. Q takes Kt	11. Castles	35. P to K 6 ch	35. K to K 2
12. Kt to Q 4	12. B to K 5	36. Q R to K 2	36. Q R to K B 3
13. P to K B 4 (a)	13. Q to Q 4	37. K R to K Kt 3	37. Q R to K Kt 3
14. B to K 3 (b)	14. B takes Kt P	38. K R to K 3	38. K R to K B 4
15. Kt to K B 5	15. B to Q sq	39. K R to K Kt 3	39. R takes P
16. R to K B 2	16. B to K R 6	40. R to K Kt 7 ch	40. R to K B 2
17. R to Q 2	17. Q to K 3	41. R takes K R ch	41. K takes R
18. Kt to K Kt 3	18. P to K B 3	42. R takes R	42. K takes R
19. B to Q B 5	19. B to K 2	43. K to Kt 3	43. P to Q B 4
20. B takes B	20. Q takes B	44. K to K B 4	44. K to K B 3
21. Kt to K R 5	21. Q to K 3	45. P to Q B 4	45. P to Q Kt 4
22. Q to K Kt 3	22. Q to K Kt 5	46. P to Q Kt 3	46. P to Q B 3
23. Kt takes P ch (c)	23. P takes Kt	47. P to K R 4	47. P to Q R 4
24. K R to K Kt 2	24. K to K B 2	48. P to R 4	48. P to Q Kt 5 Drawn

(a) P to K B 3, forcing the Bishop to Q 4, would have been better play.

(b) White cannot save the Pawn in any case. If R to K B 2, then follows P to Q B 4, Q to Q 8 ch, and if Kt now interpose, Black plays P to Q B 5, threatening to win the exchange by B to Q B 4, &c.

(c) R to K Kt 2 at once would have been better play. Suppose:—

23. R to K Kt 2 — 23. Q to Q 2
This seems to be Black's best move.
24. Q takes P ch — 24. Q takes Q
25. R takes Q ch — 25. K to R sq
26. R takes Q B P, and White appears to have a slight advantage.

GAME No. LXXI.—Between Herr Rosenthal and Dr. B. the former giving the odds of the Q Kt.

White. Herr Rosenthal.	Black. Dr. B.	White. Herr Rosenthal.	Black. Dr. B.
1. P to K 4	1. P to K 4	13. Q takes P ch	13. B to Q 2
2. Kt to K B 3	2. Kt to Q B 3	14. Q takes Kt	14. R to Q B sq
3. B to B 4	3. B to B 4	15. Q to K 4	15. B to Q B 3 (b)
4. P to Q Kt 4	4. B takes P	16. Q to K Kt 4	16. K to B sq
5. P to Q B 3	5. B to B 4	17. B to Q R 3	17. B to Q B 4
6. Castles	6. P to Q 3	18. B takes B	18. P takes B
7. P to Q 4	7. P takes P	19. Q R to Q sq	19. Q to B 2
8. P takes P	8. B to Kt 3	20. P to K 6	20. B takes Kt
9. P to Q 5	9. Kt to R 4	21. Q takes B	21. Kt to K B 3
10. P to K 5	10. Kt takes B (a)	22. R to Q 7 (c)	22. Q to Kt 4
11. Q to R 4 ch	11. P to Q B 3	23. Q to Kt 7	Resigns
12. P takes P	12. P takes P		

(a) The best reply to White's last move is Kt to K 2, followed by B to B 4. (b) This is very unlike Dr. B.'s style. We should have preferred P to Q 4. (c) After this pretty move, Black has no resource.

GAME LXXII.

White. Mr. Wisker.	Black. Mr. Burn.	White. Mr. Wisker.	Black. Mr. Burn.
1. P to K 4	1. P to K 4	11. Q to K B 3	11. K B to Q 3
2. K Kt to B 3	2. Q Kt to B 3	12. Castles	12. Castles
3. B to K Kt 5	3. Kt to K 2	13. Q takes P (a)	13. R to Q Kt sq
4. P to Q B 3	4. P to Q 4	14. Q to Q B 2	14. Q to K R 5
5. Kt takes P	5. P takes P	15. P to K B 4	15. K R to K
6. P to Q 4	6. P takes P *en passant*	16. P to Q B 4 (b)	16. B checks
7. Q to K B 3	7. Q B to K 3	17. K to R sq	17. R to K 8
8. Kt takes Kt	8. Kt takes Kt	18. Kt to Q 2	18. Q to B 7
9. B takes Kt ch	9. P takes Kt	Resigns	
10. Q takes P ch	10. B interposes		

(a) White has not opened his game happily. Black thus early had a much freer position than the second player in the Ruy Lopez usually obtains. (b) After so weak a move as this, White's game is hopeless.

GAME No. LXXIII.—The following lively skirmish occurred recently between Mr. Macdonnell and Mr. Burn, at the Westminster Club.

White. Mr. Macdonnell.	Black. Mr. Burn.	White. Mr. Macdonnell.	Black. Mr. Burn.
1. P to K 4	1. P to K 4	15. R takes B	15. P takes Kt (d)
2. P to K B 4	2. P takes P	16. Q to K R sq	16. Q to Q Kt 3
3. Kt to K B 3	3. P to K Kt 4	17. P to Q Kt 3	17. Kt to R 3
4. P to K R 4	4. P to Kt 5	18. R to K R 5	18. B to Q 2
5. Kt to Kt 5	5. P to K R 3	19. Q to K R 4 (e)	19. K to B 2
6. Kt takes K B P	6. K takes Kt	20. P takes K Kt P	20. Q to K B 3
7. B to Q B 4 ch	7. P to Q 4	21. Q to K R 3	21. K to Kt 2
8. B takes P ch	8. K to K sq (a)	22. P to K Kt 5	22. Q to K 3
9. P to Q 4	9. Kt to K 2	23. P takes P ch	23. K to R 2
10. Kt to Q B 3	10. Kt takes B (b)	24. R to K Kt sq (g)	24. K R to Q sq
11. Kt takes Kt	11. P to K B 6	25. R to Kt 7 ch	25. K to R sq
12. P takes P	12. B to K 2	26. Q to Kt 3	26. Q takes K P (h)
13. B to K 3	13. B takes P (ch)	27. R to K 5	Resigns
14. K to Q 2 (c)	14. P to Q B 3		

(a) If Black at this point plays K to Kt 2, White can draw by perpetual check by B takes Q Kt P, followed by Q takes K Kt P ch, &c. White, in that case, may also play— 9. P to Q 4 9. P to K B 6
10. P takes P 10. B to K 2
11. Castles 11. P to K Kt 6
and Black, says the *Praxis*, has rather the better game.
(b) The German *Handbuch* recommends B to Kt 2, and dismisses the opening in Black's favour.
(c) Obviously, he cannot interpose the Bishop. (d) If Q takes R then follows Kt to B 7 ch, &c.
(e) Very well played. Preventing Black Castling, and threatening R to K 5 ch with some effect.
(f) If Black takes the Q with B he loses the piece. (g) All this is very pretty and ingenious.
(h) He has nothing better to do, for White now threatens mate in two moves by R to R 7 ch, &c.

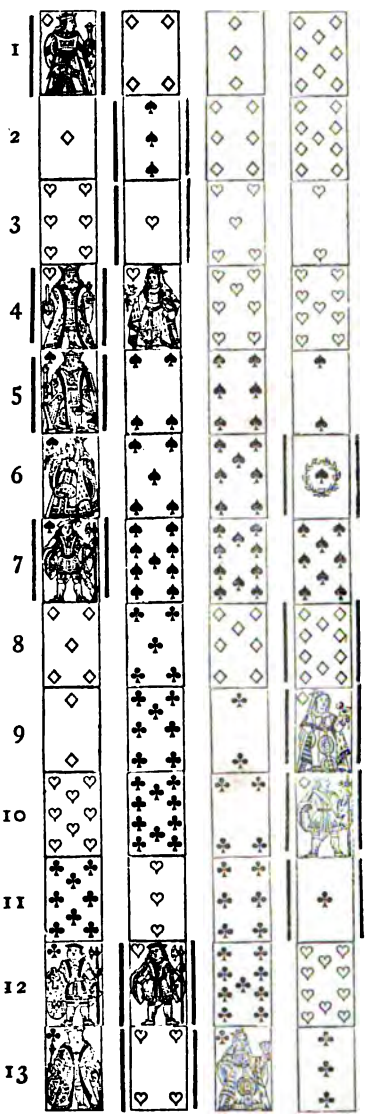
WHIST.

A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 22.

Z's HAND.—D Q, K v 10, 9, 8; H 10, 9, 2; C A, 3; S A, 8, 2.

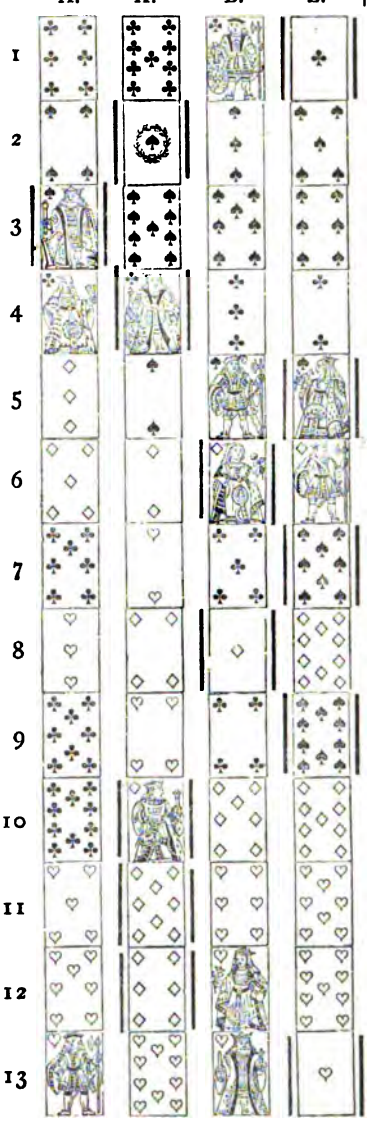
Score—2 all. Z turns up S 8.



HAND No. 23.

X's HAND.—D K g, 8, 6, 4, 2; H 10, 4, 2; C K g, 9; S A, 9, 2.

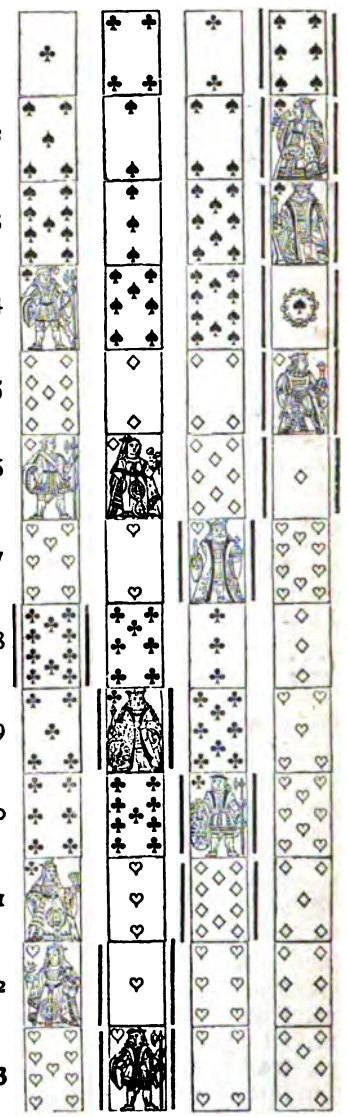
Score—Love all. Z turns up S 10.



HAND No. 24.

A's HAND.—C A, Q 10, 6, 5; H Q 9, 7; S K v 9, 5; D K v 9.

Score—Love all. Trumps S. Z turns up S A.



HAND No. 22.

NOTES.—6, 7 and 8. We think this play on the part of Z justifiable. He knows that X has the best H, and probably the 3 and 4. He has the three best D, of which he knows A has the 2 at least, and he must get in for these two suits with his C Ace. But the lead of trumps by A is rash, and unnecessarily rash. He must assume, either that the Ace is in his partner's hand, when they have four by honours, or it is held up against him, and this should of itself induce caution, but there are some players who will take no hints.

HAND No. 23.

NOTES.—1. A properly leads from his long suit; X, having K g and another in a plain suit, does not put on his K g. This is the rule laid down by Mr. Clay for plain suits. 3. Mr. Clay, on the contrary, recommends putting on the K g, with K g and another in trumps. 10. Z now knows that the D K g and 9 are in his partner's hand, and it is all easy sailing.

HAND No. 24.

NOTES.—A properly leads from his long suit. 2. We do not object to the lead of the S Q, but we think it very bad play to go on without first establishing the D suit. 8. Observe, when B returns the C 3, X is able to count the suits in every hand. First, he knows his partner has four Diamonds and two Hearts; then he knows the H Q is on his right, and guarded, because otherwise the H 10 would have been covered, and he has also four Clubs, which he knows from A's lead. The play by X at the end of the game is very good.

JOTTINGS.—SKITTLES.

THERE are few men who have watched the play at Whist with more attention than ourselves. Few there are who can have undergone more misery in so doing. It is somewhat strange that to look at different games produces such a different effect. To watch bad Cricket often gives as much pleasure as good. To watch bad Billiards is certainly dull. To watch very bad Chess is exceedingly amusing—much more so than looking at a serious game. But to watch bad Whist is mental torture. The looker-on, it is said, sees more of the game than the combatants, and granting this, we can see no reason why the players, as a rule, show such gross carelessness and imbecility in the pursuit of their favorite occupation. If it be worth while to play Whist, it is worth while to try to play well. No doubt, if we were to accuse a Whist-player of not doing his best, he would strenuously deny the charge, and argue that it was not likely he would play to lose his own money. The answer would be quite sincere; but if our friend knew that in a week's time he would be thrown into the river, and he could not swim, he would be a madman not to learn, and if he were thrown in without learning and got drowned, it would be no answer to our view to say he did his best when he was in the water. Yet it seems to us this is what the Whist-players do. They will not prepare for the event they know must come, and in consequence they get drowned. With a view, perhaps to the interest of our readers, we have sometimes watched for hours without seeing a well-played hand, or one possessing any point, and even when we have been successful in obtaining a hand, and have put it up, we have found that the beauty has arisen nine times out of ten from a blunder of one of the players. To our mind, it is doubtful whether it is best to publish perfect hands (if we could get them) or hands in which the skilful player has taken advantage of the want of skill of his opponents. If we all possessed the same skill, a perfect hand would be common. As it is, a good hand is hardly to be found. The first hand in our last was nearly perfect, but how many of our readers are capable of appreciating its beauty? The game could not be thus played except with four good players. On the other hand, the publication of games in which glaring blunders are pointed out, like the play of A. in hand No. 22, may act as a warning to others. The blunders come home to the meanest understandings. It is, however, a moot point with us which description of hands is the most likely to do good. Indeed, we confess to a feeling akin to despair on the subject of obtaining any improvement at all. The good player will take advantage of his adversary's blunder, and there are some that think the art of winning consists rather in this than in playing with more care than your opponents. It is at all times difficult to get a good table. At the best Clubs, the difficulty is the same as at the worst, and at no Club can the table be kept good except by a preconcerted movement. The Whist players are different to other classes in many respects, and one of their peculiarities consist in believing that they, as players, are equal to, or perhaps superior to others, before they have acquired a knowledge of the A B C of the game. It is difficult—perhaps not advisable—to make an old player see his ignorance. He has played all his life, and has held his own with his contemporaries, and if he play with better players, he may still win, and his belief will be confirmed that he is as good a player as anybody. But it is not only the old players that hold this view. Every man believes he is born a Whist-player, and from the moment he has acquired a knowledge of the names of the cards, he is quite prepared to play against all comers. We never knew a man who believed he could play the fiddle by instinct. Nor have we ever had an opportunity of witnessing the effect of a fifth fiddler (a beginner) cutting into a quartette of fine musicians. We should like to see the effect, but we imagine the interloper would be looked upon as a monomaniac. Whist-players have no such punctilios. They destroy a good table (our quartette) without any remorse, and so ignorant or thick-skinned do they seem that they pretend not to know that they have broken up the table. It is astonishing how this class are so devoid of kindly feeling. A musician will seldom play to the annoyance of his neighbours. We never knew any one bring a fiddle to practice at the Club, but the Whist intruder destroys the pleasure of others quite as effectually by the course he pursues. Clubs were formed for the general amusement of the members, but in Whist Clubs the pleasure of the good player is never considered. Why should the bad players have it all their own way? Is not the pleasure of playing with bad players as great as playing with good players, so long as you are utterly in the dark on the subject. We cannot understand the pleasure a picture can give to a blind man. The moment a bad player enters a table, the game is changed. No good player any longer plays as he otherwise would. He cannot play now on the assumption that he knows the position of the cards. The game, therefore, becomes a bad player's game, and if there be anything that the intruder desires to learn, he cannot get the lesson; and he would, therefore, be just as well off at the bad table. May we also urge on the bad players, that if they keep to the bad table, they can scold their partners with more effect. If they amuse themselves by scolding the good players, they are scarcely able to cope with their temporary antagonist. The good players recollect too much of the play of the hand, and they will retort with so much more advantage than the duffers. If this argument will not induce the bad players to keep to their table, we do not know what will. We should like to establish a rule to the effect that there should be two tables—one to consist of the best, and the other of the worst players. If there be three, we could have another grade. Every player should be bound to pass an examination before he went up a grade. No man should go to the best table until he had learnt to hold his tongue. He must also know

the leads. He must know how to draw inferences from the leads. He must recollect a thirteenth card once out of three times; the best court card of a suit left in, and the trumps down to the nine. We hope we are not too severe in our requirements, but judging from our experience, only one in twenty players could pass this examination with success, and yet they presume to play, not only for their own, but for other's money.

In watching the play, the point that strikes us most frequently is the uselessness of showing ordinary partners what you have got. Simple as Mr. Clay has endeavoured to make Whist—plain as the handwriting upon the wall—the Whist player cannot see, the most common inferences he cannot draw. Whether the new system is better than the old, seems to us doubtful. Unless your partner has intelligence, nine times out of ten we think the new system unprofitable. In the tenth instance, when the player's partner possesses intelligence, Mr. Clay's system is the better. In nine cases out of ten we believe Whist-players have no intelligence. Whether you play on the old system, and purposely keep the table in the dark; or you play on the new, so that the table may know, but will not know, seems to us of no consequence. The only maxim we would enforce is to play according to no system when your partner is a fool. Our idea of a bad player would be a man who played without memory, who could not see the difference between a black card and a red; and who was so inattentive that he did not notice whether, on the first round, one of his adversaries followed suit in trumps or not. Yet we have seen all these points exemplified in one hand, and the player has said in a tone of triumph, "That is not bad play. This was inattention. This was want of memory. This was defective vision;" and therefore he assumes that he is a good player. Good friend, how can a man be a good player who is inattentive? The niceties of the game depend on attention, and he who cannot give attention is not a player at all. His game is Skittles, not Whist. Skittles doubtless gives pleasure—perhaps quite as much as Whist. But we suggest that the Skittle-players should keep to their Skittles, and let the Whist-players keep to their Whist.

LETTERS TO MY AUNT ON THE PHYSIOLOGY OF GAMBLING.

No. II.

Homo sum nil humani a me alienum puto.

My Dear Aunt,—I regret that Mr. Longwind has come to grief in the "Amalgamated Orinocco Gold Mining Company," but I must decidedly refuse to subscribe to the fund which is being raised by his congregation, "to mitigate," as the circular states, "somewhat, the losses of such an excellent minister." I might as well come to the assistance of every gambler whose luck turned out to be bad. You start, my dear Aunt, and are, no doubt, shocked at the word gambler, as applied to the Rev. Josiah Longwind, but I assure you, that every man who invests in a company which promises twenty per cent. is fully entitled to that name. The betting—to use the appropriate language—is at least five to one that such a company is a swindle, and comes to ruin. Mr. Longwind took the odds,—and lost. That is all. I hope he may be more fortunate in his next transaction of that kind, and advise him to peruse, in the meantime, his own tract against play and betting.

You see, my dear Aunt, that if the spirit of gambling enters even the sacred precincts of the parsonage or chapel-house, we ought not to be unnecessarily hard—as some leading journals have been—on some young and inexperienced noblemen, who ruined their fortunes on the turf. The famous racing Marquis, whom everybody flattered when he was successful, and kicked when he was down, never did the tenth part of the mischief, or committed the hundredth part of the sins of another Marquis, whose recent obituary reads like an epitaph of a Cato, or an Aristides, though many people thought that the ribbon, which was bestowed upon him by a virtuous Government, ought rather to have been tied round his throat than under his knee. But he died enormously rich, and mighty Jupiter himself blows the trumpet at his funeral!

> "Through tatter'd clothes small vices do appear,
> Robes and furred gowns hide all."

We all are "players on this stage." Everybody has been or is playing—for a stake. My uncle played for a high stake when he courted you, and scarce had the marker, Time, called "Love all," when the game was satisfactorily decided. Mrs. Reeves, the poor wife of a drunken shoemaker, invests the—for her—enormous sum of one sovereign (saved from the dinners of her seven children) in the conversion of the Papuas, so eloquently advocated by the great Purgeon. What does she do, but take long odds on everlasting beatitude, and I sincerely hope she may win. Again, it was nothing but the stake which induced the present worthy member for Bribery Magna to spend fifteen years on the coast of Africa, doing a fine trade in white ivory, yellow oil, and black men. It is true he was not worth a sixpence when he started, but did he not risk his health, nay, his very life, in the game? He happened to have a frame of iron, and he succeeded, after fifteen years, to exchange it against a chest of gold. But what an ornament of the House he is now! His magnificent speech, against the cruel treatment of Dutch cattle in their passage to England, ought to be learned by heart by every one of the many negroes he once had the honour of selling.

How moderate, in comparison, are the stakes of Billiards, Chess and Whist! Old Reynard, who plays

eighteenpenny Pool every night of his life, and who takes nearly five minutes over every stroke (missing most of them), does not lose the fiftieth part of his income in an amusement which is the only remaining excitement of his declining years.

Look, again, at this cheerful-looking gentleman with the large, iron grey whiskers, and his antagonist, a wiry little man, with sharp black eyes, bending over a Chess board. They have done so on every afternoon these five-and-twenty years. They play for one shilling a game, and as they were originally of the same strength, and have never improved (they invariably begin with *giuco piano*), it is safe to assert that there is not a five-pound-note difference between them. Or look at that retired Indian Major, a member of our club. He can afford to lose. Besides his pension, he got two thousand a year with his wife, whose complexion is even darker than his own. He plays at half-a-crown Whist, and though he may lose thirty or forty pounds a year, what is that to the exquisite delight with which he watches the agony of his partner, when he, the Major, commits the most aggravating blunders in succession; and woe to him if that victim of a bilious partner dares to remonstrate! "Oh, Major, how could you lead"——"I tell you," interrupts he, "that's the game. I played Whist before you were born. Odd guns! My friend, General Pepper, always led the small one, and there were" (this with bitter irony) "nearly as fine players as you are, in the year 1831, at Chundernagore!"

These are the rare catastrophes of the Whist table. How small they appear to the dramas enacted on other fields!

I will enlarge upon this in a future letter, but I promised you another instance from the experience of my own life, to prove to you that gambling is not an unmixed evil, and I will tell it you in strict confidence.

Five or six years ago, I made the acquaintance of Sam Dutton, and soon acquired his friendship. He was one of the most jovial, easy-going fellows in the world, and fond of submitting everything to the decision of chance. If you took a cab with him, or went to the theatre, or to Evans', or had a glass of something with him, he was sure to propose to play for it, or toss for it. Not long after our acquaintance we found out that we were rival suitors for the hand of a charming widow, who was kind to both of us, but did not show any decided preference for either. The game was alternately in Dutton's and my favour. At last he got impatient, and, one evening, he thus spoke to me (it was after a capital dinner at the Albion, for which I had to pay, having lost the toss), "That won't do, Bob; that won't do. I am not going to make an ass of myself, nor are you, I hope, in spite of lesser difficulties in that transformation. By Jove, I'll tell you what,—I'll toss you for her! The man who wins, proposes to-morrow." "All right," I said; "three goes?" "No!" answered he, whirling a coin, "sudden death." I cried "heads;" the fatal coin fell. Poor, unfortunate fellow! He had won, and I remain, your grateful nephew, ROBERT CHANCE.

Poor Sam! He never showed at the club since his marriage. He is looking ten years older, and I am told that he has to play Bésique every evening with his mother-in-law.—*C'est triste!*

[We do not hold ourselves responsible for the opinions of our correspondents. We cannot conceive any-one, possessed of a particle of feeling, tossing on such sacred subjects. At the same time, dramatic justice has fallen on one villain in the piece, and we trust the fair sex will avenge the insult on the other.—ED.]

PIQUET SCORING.

To the Editor of the WESTMINSTER PAPERS.

SIR,—Amongst the higher classes it is considered right to make known anything that will tend to increase the knowledge and happiness of mankind. For the nonce I believe I am in this proud position,—I have something to communicate. The Problem consists in showing how, with 92 and 6, you can score 100 (the game at Piquet). Cocker could only make of these figures 98; but we have advanced since his time. Indeed, in the matter of Arithmetic, I have reason to believe that the puzzles of my younger days are no longer puzzles. Thus—if a herring and a half cost three half-pence, how many will a dozen cost?—is answered by every child of three years old. The fallacy of Lord Dundreary's Problem was seen through, at first sight; although, to my mind, it was very difficult to understand how a fellah could have 10 fingers at one time, and 11 at another. I mention this, because I do not wish to have it imputed to me that I have stolen Lord Dundreary's idea. The common way of counting at Piquet is to begin 1, 2, 3, and so on. But then you will find 2 and 6 make 8, which any fellah can make. On my system, I begin 93, 94, 95, 96, 97, 98, and then point to the 2 on the table—100—game. It is advisable to make a long pause between scoring the 98 and the 2. This will denote absence of mind. The idea has been practically tested, and found to answer; and I place the matter, in all confidence, before your readers. I ought perhaps to add, that I have seen my idea worked by an old hand, to save a lurch. AN OLD FOGEY.

[Unless you are convinced of the honesty of your opponent, never play Piquet. A beginner will be very much puzzled to keep his own score accurately, and if he attempt also to keep his adversary's score, he will miss something or other. All persons not trained on the subject, are stupid in the matter of arithmetic. Unless you are quite *au fait* with figures, and can keep clearly in your mind the score, there is no game at which it is more dangerous to play with a sharper than Piquet.—ED.]

ODDS.

W. A. M. writes to ask what are the odds against one side holding Double Besique.—*Ans.* There are 64 cards used, of which 32 pass each player. What is the fraction which represents the chance of holding 4 certain cards?

The number of combinations possible to 64 things, taken 4 by 4 $= \frac{64}{1}\,\frac{63}{2}\,\frac{62}{3}\,\frac{61}{4} = 635{,}376.$

The combinations of 32 things, taken 4 by 4 $= \frac{32}{1}\,\frac{31}{2}\,\frac{30}{3}\,\frac{29}{4} = 35{,}960.$

The required chance therefore $= \frac{35{,}960}{635{,}376} = \frac{145}{2{,}562}$ or $16\frac{3}{4}$ to 1 nearly.

Our correspondent proposed to calculate it thus, $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2}$; this is incorrect. The first chance is indeed $\frac{1}{2}$, but with one card given there are only 31 places in the hand, and only 63 unknown cards. The second chance is therefore only $\frac{31}{63}$ Similarly the third chance is $\frac{30}{62}$ and the fourth $\frac{29}{61}$ The total chance therefore $= \frac{1}{2} \times \frac{31}{63} \times \frac{30}{62} \times \frac{29}{61} = \frac{145}{2{,}562}$ as before.

Since the above was in type Cavendish has answered this question, "What are the odds against a player holding double Bezique on the assumption that he has one of the Bezique cards in hand at starting?" Cavendish makes the odds rather less than fourteen to one. In this calculation Cavendish has made a slight mistake. The fraction is nearly $\frac{1}{14}$, which is rather less than 13 to 1 and not 14 to 1, and even this is going on the assumption that the other seven cards in the hand do not contain any of the remaining Besique cards. If these seven cards are unknown, the odds against double Besique are a little less than 8 to 1.

The calculations are as follows:—

In the first instance $\frac{24}{56}\,\frac{23}{55}\,\frac{22}{54} = \frac{23}{315}$ or about $12\frac{3}{4}$ to 1.

In the second case $\frac{31}{63}\,\frac{30}{62}\,\frac{29}{61} = \frac{145}{1281}$ or nearly 8 to 1.

Perhaps this information may be more useful to W. A. M. than that for which he has asked, and which we have given above, but it is our object to shew the manner in which such calculations are made, as well as to answer the particular questions of our correspondent.

(2) Apply the same method to the second question. The odds against holding four honours at Whist.

The combinations of 52 cards, taken 4 by 4 $= \frac{52}{1}\,\frac{51}{2}\,\frac{50}{3}\,\frac{49}{4} = 270{,}725.$

The combinations of 13 cards, taken 4 by 4 $= \frac{13}{1}\,\frac{12}{2}\,\frac{11}{3}\,\frac{10}{4} = 715.$

The chances of four honours in one hand therefore $= \frac{715}{270{,}725} = \frac{11}{4{,}165}$ or about $377\frac{3}{4}$ to 1 against it.

If you want the chance against 4 by honours in both the partners' hands, the numerator of the fraction $= \frac{26}{1}\,\frac{25}{2}\,\frac{24}{3}\,\frac{23}{4} =$ 14,950, instead of 715.

The chance of either side making 4 by honours is therefore $= \frac{14{,}950}{270{,}725} = \frac{46}{833}$ or about $17\frac{1}{8}$ to 1 against it.

The calculation about 2 by honours is very tedious, but the means of making it is as follows:—First. In one hand. The denominator of the fraction is $\frac{52}{1}\,\frac{51}{2}\,\frac{50}{3}\,\frac{49}{4}\,\frac{48}{5}\,\frac{47}{6}\,\frac{46}{7}\,\frac{45}{8}\,\frac{44}{9}\,\frac{43}{10}\,\frac{42}{11}\,\frac{41}{12}\,\frac{40}{13}$

The numerator $= \frac{4}{1}\,\frac{3}{2}\,\frac{2}{3} \times \frac{48}{1}\,\frac{47}{2}\,\frac{46}{3}\,\frac{45}{4}\,\frac{44}{5}\,\frac{43}{6}\,\frac{42}{7}\,\frac{41}{8}\,\frac{40}{9}\,\frac{39}{10}$

In both hands the denominator is—

$$\frac{52}{1}\,\frac{51}{2}\,\frac{50}{3}\,\frac{49}{4}\,\frac{48}{5}\,\frac{47}{6}\,\frac{46}{7}\,\frac{45}{8}\,\frac{44}{9}\,\frac{43}{10}\,\frac{42}{11}\,\frac{41}{12}\,\frac{40}{13}\,\frac{39}{14}\,\frac{38}{15}\,\frac{37}{16}\,\frac{36}{17}\,\frac{35}{18}\,\frac{34}{19}\,\frac{33}{20}\,\frac{32}{21}\,\frac{31}{22}\,\frac{30}{23}\,\frac{29}{24}\,\frac{28}{25}\,\frac{27}{26}$$

The numerator is—

$$\frac{4}{1}\,\frac{3}{2}\,\frac{2}{3} \times \frac{48}{1}\,\frac{47}{2}\,\frac{46}{3}\,\frac{45}{4}\,\frac{44}{5}\,\frac{43}{6}\,\frac{42}{7}\,\frac{41}{8}\,\frac{40}{9}\,\frac{39}{10}\,\frac{38}{11}\,\frac{37}{12}\,\frac{36}{13}\,\frac{35}{14}\,\frac{34}{15}\,\frac{33}{16}\,\frac{32}{17}\,\frac{31}{18}\,\frac{30}{19}\,\frac{29}{20}\,\frac{28}{21}\,\frac{27}{22}\,\frac{26}{23}$$

If you work out the foregoing calculations, the result is—

The chance of holding three honours in one hand $= \frac{858}{20{,}825}$ or about $23\frac{1}{4}$ to 1 against it.

The chance of holding three honours in both hands $= \frac{208}{833}$ or very nearly 3 to 1 against it.

You will remark that these cover the chances of holding exactly three honours; the chance of holding at least three honours is found by adding the fractions $\frac{208}{833}$ & $\frac{46}{833} = \frac{254}{833}$ or about $2\frac{1}{4}$ to 1 against it.

DOUBLE DUMMY PROBLEMS.

By F. H. Lewis. No. XVI.

A's Hand.—C 3, 4; D 7, 8, 9; H Kv, Q, A; S A, Q 4, 5, 6. | B's Hand.—C A, K, Q, 2; D A, 10; H 5, 6, 7, 8, 9, 10; S 7.

X's Hand.—C 7, 8, 9, 10; D Kv, Q, K; H 2, 3, 4; S 2, 3, K. | Z's Hand.—C 5, 6, Kv; H K; D 2, 3, 4, 5, 6; S 8, 9, 10, Kv.

C Trumps. A to lead, and A and B to make 6 by cards.

JONATHAN.

A PUNY, pallid, weak-eyed man,
Was our Theresa's Jonathan;
Who leanly lived, on living lean,—
The Ninny of St. Ninian.
His Churchship, high o'er reason's ban,
With retrogressive current ran;
And famished faith, with vision keen,
Sought Christian truth 'mong Creeds unclean;
Or symbols, which translated, mean
Vile, nameless horrors, fit to fan
Gross passions in a heathen clan.

From Eden he'd been oft evicted,
His steps sore stones and thorns afflicted;
And he only ate fruit, withered and sour,
That the life-tree shed in untimely hour.
So some, with a leer and a heartless sneer,
Asserted this wee man,—holy and dear,—
Thus edged his teeth beyond rectification;
But others averred that the real cause
Was, constantly grinding old pious saws
For his faithful people's edification.

Somehow, this Adam had come to believe
That his sorrow's balm—his appointed Eve—
Was one of Saint Ninian's flock;
That Theresa, fair, and well to do,
And of years discreet, might yet renew
The Eden he left, with so much pain,
When that artful, heartless Mary Jane,
His feelings had dared to mock;
While Theresa, who sprang from a lowly stock,
And thought she needed a Saintly guide,
Had sighed again, as he softly sighed,
And pleaded, with look so self-denied,
For the bright, bright key of a wealthy wed-lock.

But though the maiden might incline
To passion's sway and pride's behest—
Might golden vanities resign,
To crown the lord, she doomed to rest
Upon her amply-heaving breast;
Yet still, despite dear Johnny's frown,
(When mouthing Kempis, Ken, or Heber,
He proffered her a martyr's crown),
Perverse in constancy of will,
She hugged one pleasant weakness still;
Nor e'er confessed her joyous labour—
Her stolen bliss of—"Spoil my Neighbour."

'Twas eve!—this conflict, fiercely sweet,
One hand against the other, urged;
While now to left, and now to right,
The fickle flow of fortune surged;
When sudden—with inverse delight,
Came well-known shuffling of the feet,
Which seemed her conscience to explore;
Then Jonathan, with hand discreet,
Knocked softly at the parlour door.

"Haste! haste! Theresa!—hide thy shame!
Snatch up thy 'Office' from the floor;
Some sour old saint, with bitter name,
Upon this day has double claim;
And thou, a maid of pious fame,
His ravings shouldst be conning o'er."

With holy hands before him clasped,
With drooping head, the lover came;
Bestowed his blessing, 'ere he grasped
The hand, whose blushing owner, gasped
To trembling birth, a welcome lame;
And then, afront Theresa's face,
Just within reach, he took his place.

The good man gazed, but nothing spoke;
Nought but her sighs the silence broke,—
Sighs that so much expressed;
For, as each respiration woke,
Still stirred the pack her hurry hid;
And, vengeful pang, would e'er attest
What ireful, direful deed she did;
The witness of her secret sin—
Though yet unseen—lay hard, within
The tumult of her breast.

Oh, Jonathan! whose trustful eyes
Beamed fondly on that face,
And saw sweet promises, comprise
Each bashful wish, in hopeful guise,
Of love and saintly grace;
What words can picture thy surprise,
When, from the billowed sea of lace,
Thou saws't (foul seal of truth's disgrace),
A crumpled deuce of hearts arise.

What wonder that a holy wrath
Poured cataracts of curses forth,
Thy smitten heart to ease;
Nor that thou rent the trait'rous vest
Which hid the secret's anxious nest,
To prove if one, thou lov'st the best,
Had scorned her priest's decrees.
But what foul fiend thy love possessed?
What nerved the hand that late caressed,
Till thou wert wrung, and flung oppressed,
Like babe, who falls in hour unblest,
Across a mother's knees?

But, hush! 'twere more than shame to tell,
What vengeance poured, or where it fell,
So bitter, long and fleet:
Yet grinning gossips, whisp'ring say,
Thou fled'st, in grievous disarray,
Along the mocking street!
That frighted maids a mistress found—
Her bosom bare—her locks unbound,
Who, laughing wildly, beat the ground
With two unsandelled feet.

Enough! enough! the heavens, that night,
Smiled kindly on thy silent flight,
Though mortals dared to frown.
And when the rude sun stared again,
He saw—his minions sought in vain—
For thou afar thy rest had'st ta'en
From that unworthy town. ROBT. B HOLT.

THE RIME OF THE ANCIENT MARINER,

A Modern Lunatic Version, in Two Fyttes.

Fytte the First.

An Ancient lunatic Mariner meeteth three other lunatics going to dinner, and detaineth them.

'Tis an Ancient lunatic Mariner,
And he stoppeth other three;
They were all together at Colney Hatch,
And as lunatic as he.

"Gramercy, greybeard," each one said,
"Why stopp'st thou us just now?
Hast thou not heard the dinner bell ring?
If we're late there *will* be a row."

The three lunatics, awed by the imprecations of the old seafaring man, are constrained to lose their dinner, and to hear his tale.

"Dinner be dished," said the hoary "salt;"
"Let the meat and the 'taturs' get cold;
And, shiver my timbers, but ye must stay
Until my tale be told.

The Ancient Mariner tells how he sailed on the Spanish main with the buccaneers of old, and their doings.

"Sailing along on the Spanish main,
Some centuries ago,
'Twas off Barbadoes, where tall tornadoes,
And carbonadoes, and barricadoes,
And sweet potatoes,
In all their grandeur grow.

"Oh! a motley, rollicking crew were we
Of buccaneers, so bold;
And many galleons full of doubloons
We sacked, and *sacked* their gold.

"There were Jews, and Turks, and Infidels,
And Heretics I ween,
But I was the only Briton there;
Oh! had it never been!

The Ancient Mariner's bad luck.

"And we drank, and we gambled, and played
And every mortal game; [Bésique,
But, whatever I played, which grieved me most,
I lost my cash the same:
Until the fun of that sort of thing
Began to seem rather tame."

The lunatics sympathize.

Said the hungry three, "There we agree,
And think you were not to blame."

The Ancient Mariner begins to cheat.

"At last, one day, the Queen of Spades
Came whispering in my ear;
'Pocket the Diamond Knave!' I did:
And strange as it may appear,

And wins enormously.

"From that very hour, the magic power
Of the Diamond Knave I knew,
And ever and ever, as on I played,
The richer man I grew;
Until I had collared the whole of the gold
Of the whole of the old ship's crew."

The lunatics sympathize.

The dinnerless three struck in, "Hallo!
What a jolly thing for you!"

The trick is discovered, and its consequences.

"Nay, but eftsoons," the old man cried;
"In the very last hand of all, [sleeve
You will hardly believe, but from out of my
Some cursèd coon of a 'cream-faced loon,'
Saw the Knave of Diamonds fall.

"Card and hand to the deck he pinned,
With his knife, as quick as light;
And I give you my word, as with pain I
I was in a most terrible fright." [grinned,

The lunatics antipathize.

"We can't but agree," said the un-dined three,
"That it served you jolly well right."

How his shipmates treat him, and his sensations thereanent.

"They bound me hand, and they bound me foot,
And they bound me o'er and o'er;
And the more for their pitiless mercy I prayed,
They bound me more and more.
Until, at last, I began to feel
All over uncommon sore.

"And the fatal card, the Diamond Knave—
To think of it makes me quail—
Fast on to my breast, to disturb my rest,
They stuck with a tenpenny nail.

"With jeers not cheers, they lowered me down,
From the gallant caravel's side; [throat,
In a small wager-boat, filled with cards to my
They lashed me upright, and left me afloat
On the wide, wide sea to ride."

Remarks of the lunatics three.

Said the lunatics three, "Hard lines we see,
Were those with which you were tied,
And it cannot be denied."

End of the first Fytte.

Fytte the Second.

The Ancient Mariner's solitude.

"Alone, in a wager-boat, at sea,
Was a hapless plight, you'll think;
With water, water everywhere,
But not a drop of 'drink.'

What the sun did.

"And the sun came up, and the sun went down,
And the sun went round about;

And the moon and the stars, what they did.

And the sickle-y moon came up full soon,
With her starry rabble rout.
Ah! me—'twas a gruesome sight to see
That starry rabble rout.

What the Knave of Diamonds did.

"And the Diamond Knave, with its tenpenny nail,
Was searing a mark on my breast,
Like a red-hot iron; O woe is me!
It sadly disturbed my rest."

What the three lunatics said about it.

Exclaimed the three—"It could scarcely be
Very pleasant, it must be confest."

The Ancient Mariner's bad look out.

"And I looked above, through the cloudless sky,
And I looked the horizon round;
And I looked to the bottom of the bottomless
sea,
Where no bottom ever was found:

"Nor ever shall be, to eternity,
However much they repine;
Should they even attempt to plumb the depth
With the Equinoctial Line.

The fishes, and their gambolling.

"And the fishes above, and the fishes below—
Each porpoise, and old John Dory—
And the soles and the dabs, and the lobsters and
crabs
Were all playing Bézique; I fear me, perhaps,
You'll never believe my story.

"And the sun came up, and the sun went down,
And the sun went round about;
And the horned half moon came up full soon,
With her starry rabble rout.

The Ancient Mariner beholdeth a Giant Whale coming onward, without wind or tide.

"At last their came, a-down the gale,
Swimming and skimming against the wind,
A Giant Whale, with a very long tail,
Dragging and wagging along behind,
Like the Great Sea Snake, whose history
In History you'll find.

It seemeth to him but a skeleton, and its ribs are seen as bars on the face of the setting sun.

"And as it came, booming and looming aloug,
'Twixt me and the westering sun,
The orb was barred by its giant ribs
Making a gridiron sort of eclipse—
For the Whale was a *Skeleton*.

The Queen of Spades and the Knave of Diamonds are playing Bezique for him in the Whale's belly.

"As the bony mass came near and near,
In its stomach I could see—
Ave Maria! and Heaven me save!—
The Queen of Spades and the Diamond Knave
Were playing Bézique for me!
'Have done! I've won!' said the coal-black Queen:
'Here's 'double Bézique,' you see.'

The Whale's revenge at having lost.

"Then the Giant Whale began spawning cards,
And spawned, and spawned so hard,
That each drop of the boundless dark blue sea
Was converted into a card.

"Of every pattern and make they appear;
Of every size and hue.
Hunt's, Reynolds's, Goodall's, and Bancks's were
And every Mogul and Highlandére [there,
Of the famous De la Rue.

"And the sun came up, and the sun went down,
'And the sun went round about;
And the grand full moon—not a bit too soon—
On the sea's edge shimmered out.

The Ancient Mariner having had a long spell of trouble, at last it begins to break.

"Alone—in a wager-boat alone,
On naught but a card-racked sea;
Alone—and never another one
To play a game with me.

"From the moment I wished for a play-fellow,
I felt the moon's rays rise;
And they fell on my breast and lull'd me to rest,
To my very great surprise.

"And the moon became the Queen of Spades,
And my tenpenny nail, like a shot,
With my Diamond Knave, flew up through the sky,
And stuck them together—and made on high
A most brilliant Bézique, I wot.

"And all the cards, flashing out of the sea,
Formed stars, with their pips in the azure:
The Kings became the sign Aries; *ergo*,
The Queens made the Constellation Virgo,
And a Sequence—Ursa Major."

* * * * * *

Conclusion.

O! Sleep, you are a pleasant thing,
When no ill dreams betide;
But 'tis really rather harrowing
On a card night-mare to ride.

Late hours at cards, and suppers of crabs,
The ingenuous youth should scorn,
Or a sadder and a seedier man
He'll rise the morrow morn.

FROZZLES.

NOTICES TO CORRESPONDENTS.

CHESS.

G. B.—You cannot leave the Pawn at the eighth square without exchanging it for a piece, except by special agreement. The proposal was made by Mr. Medley, at the meeting of Chess players, held in London in July 1862, and was carried, after some opposition. The proposition, however, was not generally adopted in this country, and indeed "was laughed out of court" by Mr. Staunton. You may have as many Queens as you can get, and it is very common to see two Queens of the same colour on the board.

DESDECHADO.—Accept our thanks for your warm commendation of our labours. You are right in your solutions of Problems Nos. 29, 30, and the Australian prize Problem. No. 31 is quite correct, but is very difficult. The first move is B to Q Kt 5, and Black's best reply is P takes B. With regard to No. 32, we observe that you have got the author's "idea," but you have not taken the shortest road to it. Try it again before playing 3. R to K 8.

G. G. S., J. N. P., Roma, S. J. J., F. S. E.—Letters received. V. G.—Amended problem received, and we note your new address. H. C. S.—Notes received with thanks.

WHIST.

DAVID.—Scoring is purely a matter of convenience; there is no law requiring any one to score one, two, three, or four points, or a single double or treble game; and if players choose to trust to their memory and run the risk of forgetting, or their opponent forgetting, and then disputing the score, and thus unnecessarily taxing their memory, by all means let them throw their counters into the fire.

S. T.—C and I have agreed to abide by your decision on the following case:—X, B, Y, A, these gentlemen are playing Whist, B and A being partners against X and Y. X leads a card. B, Y and A all play to it, one or more of them playing a card of a different suit from that led by X. The trick is won by either B or A, and A gathers it up in his hand, but A, feeling uncertain whether he is revoking or not, before he turns and quits the trick, says to his partner, "Partner, what was led?" X and Y object that B has no right to answer the question. What say you?—*Ans.* The question was raised by Viator Rotundus in our November number, and we answered it. B cannot answer the question after the cards are touched for the purpose of being gathered.

A (an End Game). — I have in my hand Kg, Kv, 3 of D, and 2 losing Hearts. Trumps all out. We want all 5 tricks to save the game. My partner has no Heart, and he leads the Ace and another D, a suit which has not been touched. The second round, I finessed the Kv, which won. What ought I to have done?—*Ans.* The play is forced. You must put on the Kg, and return the Kv. If the lead is in your hand after the Kv wins, it is obvious you lose the game. You have a chance of winning by the return of the Kv, because your partner may have Q and 2 other D, or Q and some other winning cards. If he has not, you cannot save the game. Supposing your partner has 5 D in this position, he should not have led the Ace, but it is nearly certain this is the case, because if he had any winning card, he would play it out before getting rid of the lead. These points should be present to your mind when you play.

J. SANSON, Paris.—Your letter received. We will do all we can.

R. M.—I am 4th player, Spade led, I have a Spade; my partner has won the trick; I play the Club King, under the impression that a Club is led (Hearts trumps), and I then play another Club. Is this a revoke? The trick is not turned; as the matter stands it is my partner's turn to lead, not mine.—*Ans.* We think it is a revoke; you have played a Club having a Spade in your hand, and you have improperly played again. The words of the law are, "If either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick." It seems to us you have led or played to the following trick, although you have done so improperly. There is a case and decision of Cavendish (8th Ed.) as follows. "W leads, and the other three players follow suit. W plays another card (it not being his lead), and proceeds to gather the five cards into one trick. On being told of it, W explains that his attention had been diverted, and that he thought he had not played to the trick; the adversaries claim to be entitled to the penalties for leading out of turn on the ground that the penalty should depend not on the actual intention of the player but on his possible intention. DECISION.—W had not led out of turn; he has merely exposed a card. The abstract principle pleaded by the adversaries is quite sound, but it does not apply to this case. There can be no doubt of W's intention, as he proceeds to gather the trick." We insert this decision because there the word led is construed differently to the view we are taking of R M's proceedings. the difficulty, if any, is caused by this decision. The word led however in the case before us is governed by the words, "whether in his right turn or otherwise." We do not like to decide the word led means one thing at one time and another at another. But the context of the language makes it beyond cavil that R M revoked. We ought to add, we disapprove of Cavendish's remark at the end of the decision,—"there can be no doubt as to W's intentions;" we do not think the intention has anything to do with the matter; it is the act and not the intention that must be considered.

S. T. B.—A and B play against C and D. A and B win first game, C and D second, A and B third. A has the cards in his hand, shuffles them, and presents them to be cut. The cards are cut and dealt, and the game proceeds as if A and B had not won the rubber. Was it C's duty to remind A and B of their blunder?—*Ans.* We think not. C should attend to his score, and let A and B attend to theirs. The rubber is not over until the winning side find out that they have won. Suppose A and B to win a trick, and not to mark it, the next hand they get two by cards and two by honours, and claim four. We do not think it would be C's duty to speak of this mistake. We win and lose rubbers by mistakes. We forget to score honours,—and lose a game. We revoke and lose a game, and we forget our score and lose the game. All this seems to us part of the game—a bad part, we admit, but still a part. C is as liable to err as others. C may be mistaken about the fourth game. It is clear some one is mistaken, and it may be C as well as A and B, and C ought not to run the risk of injuring his partner. It is very difficult to draw the line between that which is sharp practice, and that which is recognised at Whist. Our readers may remember the case of H. M. P., in our December number of 1869, where our correspondent was an outsider, and by his act of walking to the table, to cut in, or by some expression in his countenance, he called the attention of the players to the fact that they were commencing a fourth game. The losers demanded that H.M.P. should pay the points, and H.M.P. paid. This decision, although very severe, we upheld. We should certainly like to see the contrary system prevail; but, as it at present stands, it seems the general opinion that C has no right to take upon himself to say anything to the prejudice of his partner, without his consent. The fundamental rule at Whist is, "Hold thy Tongue."

J. C. U. K. W.—We cannot pretend to teach the A B C of the game. It is often very bad play to finesse the Queen when you have Ace Q. There is no rule, as you seem to imagine, that you should always finesse the Q, and nobody that knew anything of the game could assume such an iron rule. Look to one thing at a time. Try to save the game if you can see far enough for that, then go to number two, and try to win it. You may go on playing the cards for ever, and never know Whist, unless you can see that when one trick wins a game you should not finesse. Unless you can realise, at the moment you play, the state of the score, you will be a nuisance as a Whist player as long as you live. There are many instances where we should think you little short of an idiot if you finessed the Queen.

CREDITOR.—All club players ought to carry sufficient money in their pockets to pay the amount they are prepared to lose; and, in theory, we should recommend any person having lost this sum to retire for the day. That course not meeting with the player's approval, he ought to carry a blank cheque to pay the balance at the end of his day's play. If this is not done, at every club and in all decent society the cheque is sent the next day, and if the second day passes and there be no cheque nor explanation of the matter (and nothing short of sudden death, in our opinion, would justify not sending it), we certainly should recommend you to lay the case before the Committee.

T. T.—Original lead of my partner—small Spade. I have not one of the suit; I have 10, 7, 6, 5 of trumps, and a moderate hand. I passed the small spade. Is this right?—*Ans.* Certainly not. You have but an average hand, and no such strength as will justify a refusal to accept a force. With your 4 trumps you may never make a trick. This is, however, a small matter. To refuse a force in this position would be a heinous offence. Your partner may easily be stronger than you; and you, for some crotchet, have taken upon yourself the whole conduct of the hand: because your partner must assume that you are strong, and he will get the lead, at all hazards, the first opportunity, and play out his best trump. It is the strong hand that should conduct the game. (2) Original lead, small Heart; 2nd hand (my partner has won) with the 8. I have only one trump, and a very bad hand. I thought it best to take the H, and return it. Is this right?—*Ans.* No. Your partner again is the man to conduct the hand, not you. Leave the trick with your partner, and let him play his game.

J. S.—You must assume that a player has a reason for playing every card. If, at the end of a hand, trumps being out, your partner throws away the King card of a suit,—what can it mean? You cannot assume (except when he knows you have the rest) that he has thrown away the only one of the suit; otherwise he has thrown away a chance unnecessarily. If he has all winning cards, he still will not throw away the only one the best of a suit. It has therefore generally become understood, that if a player thus throws away the best of a suit, he has the next best, and this is how we should read the play.

B., CUTTING.—If there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut. The law does not say so in terms, but there must be a clean cut. If there be anything in the cut to which you can legally object, there must be a fresh cut. It is not a misdeal; the misdeal cannot occur until after the first card is dealt, except when, after the cut, the dealer shuffles. This is provided for by a special law; but what amounts to a shuffle is often a fine point.

PIQUET.

A. M.—If I claim fourteen Knaves when I have three only, and thereby find out, before I play, that my opponent has fourteen Queens, and I rectify my claim before I play, is there any penalty?—*Ans.* We think not. If you did it on purpose, you would be a cheat.

All Books intended for review in these Papers must be sent to the Editor, Westminster Chess Club, Caledonian Hotel, Adelphi Terrace. New Patterns of Cards, new Games, or Implements of Play of general interest to our readers, must be addressed to the same place.

The Westminster Papers.

1st FEBRUARY 1871.

GLIMPSES OF THE OPENINGS.

By R. B. WORMALD.

No. II.

THE QUEEN'S BISHOP'S PAWN OPENING IN THE KNIGHT'S GAME.

1 P to K 4 / P to K 4 2 Kt to K B 3 / Kt to Q B 3 3 P to Q B 3

3 P to K B 4 GAME I.

3 P to Q 4 GAME II.

3 Kt to K B 3 GAMES III & IV.

This interesting form of the King's Knight's Game appears to have been altogether unknown to the earlier writers. The first notice we find of it is in Ponziani (1782), who gives a brief analysis of it in connection with the Counter-Gambit (3 P to Q B 3 / P to K B 4), but the *début* never received the attention it merited until the publication of Mr. Staunton's *Handbook* in 1847. More recently the theory of the Opening has received some valuable accessions from the pen of one of our ablest analysts, Mr. G. B. Fraser, of Dundee.

GAME I.

White.	Black.
1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 P to Q B third	

Black has now the option of three leading lines of defence, viz. :—

3 (1) / P to K B 4 3 (2) / P to Q 4 and 3 (3) / Kt to K B 3

Each of which has its advocates. The present game will be devoted to the consideration of the first-named of these defences, leaving the examination of 3 P to Q 4 and 3 Kt to K B 3 for Games II, III & IV respectively.

3 P to K B fourth

This Counter-Gambit, which was originally suggested by Ponziani (1782), though at one time condemned by all the leading authorities, has latterly been "rehabilitated" in connection with 4 P to Q 3, and, in the opinion of many of our best players, constitutes the most satisfactory defence the board affords.

4 P to Q fourth

If White venture to take the Gambit Pawn, Black rejoins with 4 P to Q 3, and speedily acquires the better game.

If—

4 B to Q Kt 5 / P takes K P 5 B takes Kt / Q P takes B 6 Kt takes K P / Q to K Kt 4 &c.

4 P to Q third

This is unquestionably Black's best reply. Taking Pawn with Pawn yields him a very inferior position: *e.g.*—

4 / B P takes P 5 Kt takes K P / Kt to K B 3 6 B to Q Kt 5 / P to Q R 3 7 B takes Kt / Q P takes B

8 B to K Kt 5 / B to K 3 9 Kt to Q 2 / B to K B 4 10 Q to Q Kt 3,

With a manifest advantage.

White has now the choice of two lines of play, viz.— 5 Q P takes P, and 5 B to Q Kt 5; which we will examine in turn.

In the first place:—

5 Q P takes P	5 P takes K P
6 Kt to K Kt fifth	6 Kt takes P (best)

Instead of 6 Kt takes P, nearly all the authorities recommend Black to play 6 P to Q 4, which is greatly inferior: *e.g.*—

6 / P to Q 4 7 P to K 6 / Kt to K R 3 (best) 8 B to Q Kt 5 / Q to Q 3

9 P to Q B 4 / P takes P 10 B takes P / Q takes Q ch

And the game is about even. The above variation is given in the *Handbuch*, but we are of opinion that, instead of 9 P to Q B 4, White might play advantageously, as in a cognate position of the Philidor defence, 9 Q to K R 5 ch, and on the Pawn being interposed, 10 Q to K R 3. The *Praxis* condemns Black's

7th move of Kt to K R 3, as being inferior to 7 Kt to K 4, on account of White being able to reply with 8 P to K B 3. In this case, however, the second player could rejoin with

8 P takes B P 9 Q takes P / Kt to K 4 &c.

The defence of 7 Kt to K 4 is also objectionable, on account of the following :—,

7 Kt to K 4 8 Q to Q 4 (best) / Q to Q 2 9 Kt to Q R 3,

With a fine game.

7 Kt takes K P 7 P to Q 4 (best)

If Black play instead 7 Kt to K B 3, the first player can advantageously rejoin with 8 B to K Kt 5.

8 Q to K R fifth ch

White has apparently no better move. At first sight, 8 B to K Kt 5 looks promising; but the result, as a little examination will show, is favourable to the second player.

	8 Kt to K Kt third
9 Kt to K Kt fifth	9 Kt to K B third
10 Q to K second ch	10 B to K second
11 Kt to K sixth	11 B takes Kt
12 Q takes B	12 Q to Q second

And Black's position is decidedly preferable.

In the second place:—

5 B to Q Kt fifth

This is decidedly preferable to 5 Q P takes P; but, with the best play on both sides, the result is a prematurely drawn game.

	5 P takes K P
6 Kt takes K P	6 P takes Kt
7 B takes Kt ch	7 P takes B
8 Q to R fifth ch	8 K to Q second
9 Q to K B fifth ch	9 K to K second
10 Q to K Kt fifth ch	10 K to Q second
11 Q to K B fifth ch	11 K to K second

And the game is drawn. In lieu of 11 K to K 2, the *Handbuch* gives 11 K to Q 3, as enabling Black to escape from perpetual check with the better game. This is quite true, if White reply with 12 Q takes K P ch; but, as one of our ablest analysts, in a letter addressed to the *Chess World*, Vol II. p 185, shrewdly remarks:— "If White play instead, 12 P takes P ch, Black gets a bad game." In a subsequent edition of the *Handbuch*, this variation is touched upon, and the following line of play suggested :—

	11 K to Q third
12 P takes P ch	12 K to K second
13 B to K Kt fifth ch	13 K to K sq

White is now made to play 14 P to K 6, to which Black rejoins with 14 Kt to K B 3, and the game is dismissed as being in his favour. Strange to say, the authors of the above variation have overlooked the patent fact that in lieu of 14 P to K 6, White has simply to play—

14 Q takes B ch

Regaining the piece he has sacrificed, and remaining with a Pawn a-head, and a superior position.

It is worthy of remark that White may shape his attack differently, by playing 7 Q to R 5 ch, instead of 7 B takes Kt, as given in the foregoing variation. This line of play, to which, we believe, attention was first called by the present writer, in the *Chess World*, Vol. II. p 281, presents some highly interesting features. For the sake of clearness, we repeat the opening moves :—

1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 P to Q B third	3 P to K B fourth
4 P to Q fourth	4 P to Q third
5 B to Q Kt fifth	5 P takes K P
6 Kt takes K P	6 P takes Kt
7 Q to R fifth ch	7 K to Q second
8 P to Q fifth	8 Q to K B third

This *sortie* of the Queen is seemingly Black's best reply. If he play 8 B to K 2, or 8 B to Q 3, White retorts with 9 Q to K Kt 4 ch; and if 8 Kt to K B 3, with 9 Q takes K P, &c.

9 Castles	9 P to K Kt third
10 Q to K second	

And White has the better opening.

Instead of 7 K to Q 2, as in the above variation, Black ought rather to have moved 7 K to K 2. In this case, White would have to be content with drawing the game by perpetual check. At first sight, it appears he might regain the piece he had sacrificed, by 8 B to K Kt 5 ch, but a little examination will show that this is not the case : *e.g.*—

	7 K to K second
8 B to K Kt fifth ch	8 Kt to K B third
9 B takes Q Kt	9 P takes B
10 P takes P	10 Q to Q 4

And Black should win.

GAME II.

White.	Black.
1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 P to Q B third	3 P to Q fourth

White has now two available lines of attack, viz.: 4 B to Q Kt 5 (1) and 4 Q to Q R 4 (2).

In the first place:—

4 B to Q Kt fifth	4 P takes K P
5 Kt takes K P	5 Q to Q fourth

Black's best reply. If he play instead, 5 Q to K Kt 4, White rejoins with 6 Q to Q R 4, &c.

6 Q to Q R fourth 6 K Kt to K second

This is usually given as Black's best move; but we believe he might play, at this point, with more advantage, 6 B to Q 2 : *e.g.*—

6 B to Q 2 7 Kt takes B (best) / K takes Kt 8 Castles / R to K sq

And White has little, if any, superiority.

7 P to K B fourth — 7 P takes P *(en pass)*
8 Kt takes P — 8 P to Q R third

If—

8 B to K 3, then 9 Kt to Q R 3, &c.

9 B to B fourth — 9 Q to K fifth ch

We question whether this check, which is given by all the authorities, is Black's best move at this juncture. We should prefer playing 9 Q to K R fourth.

10 K to K second — 10 B to K third
11 P to Q third — 11 Q to K Kt third or K B fourth
12 R to K sq

And we should be inclined to take White's Game for choice; but there is little to choose between the two positions. Both the *Handbuch* and English *Praxis*, however, have a note to the effect that White would probably do better to take off Knight with Bishop, at the fifth move, instead of playing 5 Kt takes K P.

It is worthy of remark that the above position is also brought about in the "Ruy Lopez' Knight's Game," by a totally different line of play: *e.g.*—

1 P to K 4 / P to K 4 — 2 Kt to K B 3 / Kt to Q B 3 — 3 B to Q Kt 5 / K Kt to K 2 — 4 P to Q B 3 / P to Q 4
5 Kt takes K P / P takes P — 6 Q to Q R 4 / Q to Q 4 &c.

In the second place:—

4 Q to Q R fourth — 4 P takes K P (or A)

Black may also play here, as suggested by Mr. Steinitz, 4 P to K B 3.

5 Kt takes K P

If—

5 Q takes P / Kt to K B 3 — 6 Q to K 3 / B to Q 3 — 7 B to Q Kt 5 / Castles Even game.

5 Q to Q fourth
6 Kt takes Kt — 6 P takes Kt
7 B to Q B fourth — 7 Q to Q second
8 Castles — 8 Kt to K B third

If— 8 B to Q 3 — 9 R to K sq &c.

9 R to K sq — 9 B to K second

And the positions are about even.

(A)

4 Q to Q third

This move is suggested as Black's best defence, both in the *Handbuch* and *Praxis*, but is left without analysis. Appended are a few tentative variations:—

5 P to Q 4 — 5 B to Q second

Apparently Black's best reply. If he play instead, 5 P takes Q P, then follows—

6 P to K 5 / Q to K Kt 3 — 7 P takes P / B to Q Kt 5 ch — 8 Kt to B 3 / K Kt to K 2
9 B to K 2 / Castles — 10 Castles

And White has the better developed game.

6 B to Q Kt fifth — 6 P takes K P

Black may also reply with 6 Kt to K B 3, the best rejoinder to which is seemingly 7 P takes Q P.

7 P takes P — 7 Q to K Kt third (best)

Black clearly cannot take Pawn with Knight, on account of 8 Kt takes Kt, &c.

8 Kt to K Kt fifth — 8 Kt takes P
9 B takes B ch — 9 Kt takes B
10 Q takes P ch — 10 Q takes Q
11 Kt takes Q

Even game.

GAME III.

White.	Black.
1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 P to Q B third	3 Kt to K B third
4 P to Q fourth	4 P to Q fourth

This defence, which first occurred in a game between Captain Kennedy and Mr. Lowe (*Chess Players' Chronicle*, Vol. VIII. p 336) was at one time greatly in vogue; but it is now admitted to be inferior to 4 Kt takes K P, for which see Game IV. If, instead of either of these moves, Black play 4 P to Q 3, White rejoins with 5 P to Q 5, with a fine opening.

5 B to Q Kt fifth (best)

If—

5 P takes K P / Kt takes K P — 6 B to Q 3 / B to K 2 &c.

5 Kt takes K P

The best reply. If—

5 B to Q 2 — 6 P takes Q P / P to K 5 — 7 B takes Kt / P takes B
8 P takes P / B takes P — 9 Kt to K 5

Having won a Pawn with a superior position.

If—

5 P takes Q P — 6 P to K 5 / Kt to K 5 — 7 Kt takes Q P (best) / B to Q 2 (best)
8 Q to Q Kt 3 / Kt takes Kt — 9 B takes B ch / Q takes B — 10 P takes Kt

With the better game.

Again, if—

5 P takes K P — 6 Kt takes K P / B to Q 2 — 7 Q to Q R 4 / Kt takes Kt — 8 P takes Kt &c.

6 Kt takes K P — 6 B to Q second (best)
7 Q to Q Kt third (best)

The correct reply to White's seventh move is a *quæstio vexata*. Black has the choice of three different courses of action, viz.—

7 (1) Kt to Q 3 — 7 (2) Kt takes Kt and 7 (3) Kt to K B third

Which we will touch upon in turn.

In the first place:—

7 Kt to Q third

This move has the sanction of the authors of the *Handbuch*, who give the following continuation:—

8 B takes Kt	8 B takes B
9 Castles	9 B to K second

And the game is pronounced even. There is, however, an obvious miscalculation here; since, instead of 8 B takes Kt, which leads to an even game, White might clearly have won a Pawn by—

8 Kt takes B / Q takes Kt 9 Q takes Q P &c.

In the second place:—

	7 Kt takes Kt
8 Q takes Q P	8 Q to K second

Apparently his best move. If he play 8 B takes B, then follows:—

9 Q takes Q Kt ch / Q to K 2 10 Q takes B ch / P to Q B 3 11 Q to K 2

And White has gained a Pawn.

9 P takes Kt

We believe this to be the only move to maintain White's superiority. If he play 9 Q takes K Kt, Black checks with the other Knight at K B 6th, and then captures the Bishop. Again, if he play 9 Q takes Q Kt, then follows—

9 Q takes Q 10 B takes B ch / K takes B 11 P takes Q / R to K sq

And Black recovers the Pawn. Finally, if he play 9 Q takes Kt P, the following continuation is probable:—

9 Q takes Kt P / B takes B 10 Q takes R ch / K to Q 2 11 P takes Kt / Q takes P

12 B to K 3 / B to Q B 4 13 Q takes R / Kt takes K B P and wins.

The above beautiful variation occurred in a game between Messrs. Wayte and Ranken (*Chess World*, Vol. I, p 295).

	9 B takes B
10 Q takes B ch	10 P to Q B third
11 Q to K second	

And White maintains the Pawn he has won.

In the third place:—

7 Kt to K B third

This retreat was first suggested in an analysis of the variation, by Mr. G. B. Fraser; and, so far as our examination has gone, constitutes Black's best defence.

8 B to K Kt fifth	8 B to K second (best)

In Mr. Fraser's analysis Black is made to play—

8 P to Q R 3 9 B takes K Kt / P takes B 10 B takes Kt / B takes B 11 Kt to Q third

With an unquestionable advantage.

If—

9 B takes K Kt	9 P takes B
9 B takes B	10 Q takes Q P &c.
10 B takes Kt	10 P takes B
11 Kt to K B third	

At this point the variation is dismissed in the *Chess Openings* (first edition), with the remark that White's game is somewhat preferable. On re-examination, I am scarcely satisfied with this conclusion. It is true that Black has a doubled Pawn on each flank; but to compensate for this, he has two Bishops against two Knights, and open files on both the King's and Queen's sides for the action of the Rooks. Possibly White would have done better to have retired the Knight to K B third at the 10th move, instead of taking off the Queen's Knight.

[*To be continued.*]

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE match between Mr. Wisker, the champion English player, and M. Rosenthal, of Paris, was brought to a conclusion on the 16th ult., and resulted in a victory for the latter gentleman. The final score was:—Rosenthal 3, Wisker 2, Drawn games 4. In view of so close a contest as this score indicates, it is impossible to award the palm of a decisive superiority to the victor, but M. Rosenthal deserves great credit for the "pluck" and perseverance he has displayed throughout.

The match, if it has not increased our knowledge of the Theory of the Openings, has been, upon the whole, well contested; and the games, although wanting in brilliancy, will be found highly instructive and interesting. Those of the games which have not already appeared in this journal are printed in the present number.

We have received a circular which informs us that a club is formed, at Hertford, for the purpose of correspondence play, under the name of the "Caïssa Correspondence Club." The annual subscription is 10s 6d,

which includes admission to one Prize Tourney, and the book of selected Matches, together with all quarterly reports, &c. Book of rules 6d extra (post free). Persons wishing to become Members are requested to forward their subscriptions, as early as convenient, to the Honorary Secretary, Mr. C. F. Green, 1 Railway Street, Hertford, as the Tourney arrangements cannot be completed until it is known how many members are going to compete. There is no doubt that correspondence play is much more instructive to the young player than the "skittling" over the board which is now in vogue, and we wish the undertaking every success.

The *Schachzeitung* (Leipsic) for January contains, among other varied and interesting Chess matter, an article descriptive of the battle of Buzancy—the contending hosts being represented by Chess pieces, upon a diagram. Not the least amusing part of it, to our mind, is the author's fun in giving a superior force to the monarch who represents France in the encounter. Another article accuses, and indeed appears to prove, that the new *Berlin Schachzeitung* has lately been filling its pages with matter taken from these Papers. This system of black mail is not, we regret to say, utterly unknown here, for some Chess journals, which fluttered their little day a few years ago, became notorious from the wholesale manner in which the Continental Chess publications were laid under contribution.

We observe that another spasmodic effort is being made to revive a defunct Chess magazine, but, notwithstanding the charge of meanness, the Chess world does not respond to the whine for 200 subscribers. As many of our readers may have forgotten the magazine referred to, we may, as candid critics, remark that it never contained any but original matter; that it was wholly free from coarse personalities; that it never had to "swallow the leek" in the form of blustering or contrite apologies; and, if it ever offered prizes to problem composers, the latter must be altogether wrong in stating that they never received them. If our readers doubt the sincerity of our praises, they can look for themselves.

Land and Water has given us its first annual Chess review. This marvellous contribution to the literature of Chess literally—

"Surveys mankind, from China to Peru,"

and may be said to include in its comprehensive sight every Chess player, from Tamerlane to the last new problem composer.

We learn that the City of London Chess Club has abandoned the idea of establishing a Chess periodical. We commend the wisdom of this step, and trust that the members will now devote their energies to the support of the *Westminster Papers*. The annual dinner of this club takes place on the 25th inst., at the City of London Tavern.

If we may judge from the notices to correspondents in the weekly press, considerable interest seems to have arisen among amateurs, on the subject of the Knight's Tour of the Chess-board.

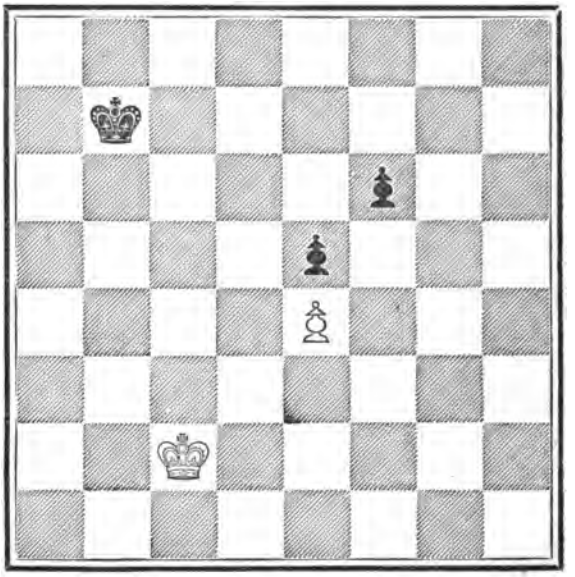
We take the opportunity of informing our readers that they will find this ingenious puzzle elaborately and scientifically treated in an article which appeared in our number for June 1869. A few hours study of the principles there laid down, and of the illustrative diagrams, will enable any person to perform the feat with ease and precision.

We are indebted to Mr. George Walker for being the medium of placing before the Chess public the following diagram of a Chess study, by Alexander McDonnell, the great competitor of Labourdonnais.

In our next number we will give McDonnell's solution, and, in the meanwhile, we commend it to our readers' attention.

CHESS STUDY.—By ALEX. MC DONNELL.

BLACK.



WHITE.

White to move and draw.
Black to move and win.

CITY OF LONDON CHESS CLUB HANDICAP TOURNEY.

The following is the official score, furnished to us by the Honorary Secretary, Mr. H. F. Down:

THIRD ROUND.

Class A.					Class B.				
Argall	1	v	Victor	0, 1 drawn	Bearne	2	v	Shedlock	0
Blackburne	2	v	Manley	1	Fenton	2	v	Huckvale	0
De Vere	1	v	Watts	0	Van der Velde	2	v	Bartrum	0
Harper	1	v	Clarke	0, 1 drawn	Down	1	v	Rudderforth	1
Potter	2	v	Godfrey	0	Ormsby	0	v	Johns	1
Younger	2	v	Parr	0	Standring		v	Blunt	1, 1 drawn

To the Editor of the WESTMINSTER PAPERS.

SIR,—Permit me to correct a misapprehension on the part of the writer of a notice to a correspondent in this month's number. The regulation concerning a pawn arrived at the eighth square, which is referred to in the reply to G. B. as an abortive proposition merely, actually forms part of Rule 13 of the code of laws enacted at the Congress of 1862 by the British Chess Association. It was adopted, after a full discussion, at a meeting specially summoned, and at which, among others, the following eminent players were present:—Lord Lyttelton, Messrs. Staunton, Mongredien, Fonblanque, T. Hampton, W. Hampton, Deacon, G. McDonnell, Owen, Duncan, F. Lewis, Greenaway, Donaldson and Lowenthal.

The laws passed on that occasion have ever since governed all play at the meetings of the Association, and immediately on their promulgation were formally adopted by the three principal metropolitan clubs—The London, the St. George's, and the St. James's; also by the following provincial clubs:—Liverpool, Manchester, Birmingham, Dublin, Dublin Athenæum, Bath, Coventry, Worcester, Ipswich and Penzance.

I remain, your obedient Servant,

London, 11th January 1870. GEO. W. MEDLEY, *Hon. Sec.*

[We have much pleasure in printing Mr. Medley's courteous letter, but wish to add a few words concerning our own part in the matter. We are aware that the regulation referred to is included in the code of laws promulgated by the British Chess Association in 1862. But we also know that a large section of Chess-players have never adopted those laws; and that, even now, all matches contested under the auspices of the Counties' Chess Association (neither a small nor an uninfluential body) are governed by the *Praxis* laws. In our answer to G. B. we advised our correspondent that the proposition had not been "generally adopted," and we do not see how that assertion can be impugned.—ED. *W. P.*]

We have been favoured with the following solution of Problem No. 36, January Number.

THE King is away, in a far countrie,
And with him a little foot-page;
In peril he lies, and his ebony heart
Is fraught with grief and rage.

A Bishop, a Queen, and a hardie Knight,
Keep, over him, watch and ward;
But two Bishops, a Queen, and a sturdie Rook,
To free him, are fighting hard.

"Look out, my liege," cried a boxwood priest,
"For one of two dangerous checks!"
"I see," said the King, "and the sight I see
A councillor might perplex."

"Make haste, make haste, my merry men all,
And say, what may be done,"
"Give me the move," quoth a round-bodied Rook,
"And, at once, with my big gun—

I can settle the priest." "But, what of the Queen?"
"Why she must have her fling."
"Thou incompetent Knave!" the White Queen cried,
"Best leave it to me, oh King!

"Let me cross the field, to King's Rook's fifth,
And the Rook shall set thee free;
The Bishop may check, or the Queen may check,
But the game must remain with me."

"Away!" said the King, "ye are both at fault;
Too wise in your own conceit;
Move on, to my third, thou full-fed Rook,
There—there is danger's seat."

A Bishop and Rook prepared to strike.
"Hold! that way madness lies," [said her priest,
Cried the Queen, "let me check." "'Twere vain,"
As, amid the *melée*, he hies—

To his own King's fifth. The White Queen then
To Bishop's fifth gallantly flew;
A Knight bore her off, but not before
She had given King's Bishop his cue.

And, plunging into the thickest fight,
The Queen's Bishop captive he took;
The battle was won, and check-mate given
Next move, by Bishop or Rook.

"Thanks, thanks to thee, Bishop," the White King said,
"And although our time is short,
Yet, until we are all put away in a box,
Thou shalt be my high priest of sport." E. F.

The following are the Games in the Match between Messrs. WISKER and ROSENTHAL :—

GAME LXXIV.

(Evans' Gambit.)

White. Mr. ROSENTHAL.	Black. Mr. WISKER.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to Q B 3	5. B to B 4
6. P to Q 4	6. P takes P
7. Castles	7. P to Q 3
8. P takes P	8. B to Kt 3
9. B to Q Kt 2	9. Kt to R 4
10. B to Q 3	10. Kt to K 2
11. P to Q 5	11. Castles
12. Kt to Q B 3	12. P to K B 3
13. Kt to K 2	13. P to Q B 4
14. Q R to Q B sq (a)	14. B to B 2
15. Kt to Kt 3	15. R to Q Kt sq
16. Kt to R 4	16. Kt to Kt 3
17. K Kt to B 5	17. P to Q Kt 4
18. Kt to R 5	18. P to Q B 5
19. B to Q Kt sq	19. B takes Kt
20. P takes B	20. Kt to K 4
21. P to K B 4	21. Kt to K 2
22. P to Q R 3	22. Q Kt to Q Kt 6
23. Q R to Q B 3	23. P to Q R 4
24. K R to K sq	24. K R to K B 2
25. K R to K 6	25. Q Kt to Q B 4
26. Q R to K Kt 3 (b)	26. K to R sq
27. Q B to Q 4	27. Q to K B sq
28. Q R to K 3	28. Q Kt to Q Kt 6
29. Q to K sq	29. Q Kt takes B
30. K R to K 8 (c)	30. B to Q Kt 3
31. K to B sq	31. R takes R
32. R takes R	32. K to Kt sq
33. R takes Q	33. K takes R
34. P to K Kt 4	34. R to K 2
35. Q to Q B 3	35. Kt to Q Kt 6
36. P to Kt 5	36. B to Q 5
37. Q to Q B 2	37. Kt from Q 2 to Q B 4
38. P takes P	38. P takes P
39. B to R 2	39. Kt to Q 6
40. B takes Kt	40. R to K 8 ch
41. K to Kt 2	41. R to K Kt 8 ch

And White resigns (d).

(a) Up to this point the game is in strict accordance with the books.

(b) Very good, and sound. If Kt takes R, B P takes Kt, and White must win.

(c) This elaborate effort to win the Q succeeds in its object, but is the ultimate cause of White's defeat.

(d) Because Black must now win the Queen, *e.g.*, if K to R 3, Kt to K B 7 ch, and White must take Kt with Q or be mated next move; and if Kt o B 3 the Q is equally lost by the check of the Kt at K 8.

GAME LXXV.

White. Mr. WISKER.	Black. Mr. ROSENTHAL.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to Q B 4	3. P to K B 4 (a)
4. Q to K 2	4. Q to R 5 ch
5. K to B sq	5. P takes P
6. Q takes K P ch	6. B to K 2
7. K Kt to B 3	7. Q to K B 3
8. P to Q 4	8. P to K Kt 4
9. P to K R 4	9. P to Kt 5
10. Kt to Kt 5	10. K Kt to R 3
11. Kt takes R P	11. Q to K B 4 (b)
12. B to Q 3	12. Q takes Q
13. B takes Q	13. P to Q 4
14. B to Kt 6 ch	14. K to Q sq
15. B takes K B P	15. K Kt to K B 4
16. B takes Kt	16. B takes B
17. Kt to Kt 5	17. R to K B sq
18. K to K 2	18. Q Kt to B 3
19. B to K 3	19. K to Q 2
20. P to Q B 3	20. Q R to Q sq
21. Q Kt to Q 2	21. B to K B 3
22. Q Kt to K B sq	22. B takes Kt
23. P takes B	23. B to K 5
24. K R to Kt sq	24. Kt to K 2
25. Kt to Kt 3	25. Kt to B 4
26. Kt takes Kt	26. R takes Kt

Drawn game by mutual consent (c).

(a) The defence has choice of many different moves at this point, viz., Q to R 5 ch, Kt to K B 3, P to Q B 3, B to Q B 4, Q Kt to B 3, and P to Q 4. We prefer either of the two last-named to any of the others.

(b) Apparently his best move.

(c) This game does not present a single feature of interest, and but that it occurred in a match of some importance it would be unworthy of preservation.

GAME LXXVI.

(King's Knight's Opening.)

White. Mr. ROSENTHAL.	Black. Mr. WISKER.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. Kt to Q B 3	3. P to K Kt 3
4. P to Q 4	4. P takes P
5. Kt takes P	5. B to Kt second
6. Kt takes Kt	6. Q Kt P takes Kt
7. B to Q 3	7. Kt to K 2
8. Castles	8. Castles
9. B to K Kt 5	9. P to K B 3
10. B to Q B 4 ch	10. K to R sq
11. B to K 3	11. P to Q 3
12. P to K B 4	12. P to K B 4
13. B to Q 4	13. P to Q B 4
14. B takes B ch	14. K takes B
15. P to K 5	15. B to Q Kt 2
16. P takes P (a)	16. P takes P
17. B to Q 5	17. R to Q Kt sq
18. P to Q Kt 3	18. B to Q R 3
19. R to K sq	19. R to Kt 5
20. Q to K B 3	20. R to Q 5
21. Q R to Q sq	21. Kt takes B
22. Kt takes Kt	22. R to K sq
23. P to Q B 4 (b)	23. B to Kt 2
24. K R takes R	24. Q takes R
25. Q R takes R (c)	25. P takes R
26. K to B sq (d)	26. Q to K 5
27. Q takes Q	27. P takes Q
28. Kt to Kt 4	28. P to Q 6
29. K to K sq	29. K to B 3
30. P to K Kt 4	30. P to K R 4
31. P to K R 3	31. K to K 3
32. P takes R P	32. P takes P
33. K to Q 2	33. P to Q R 4
34. Kt to Q 5	34. B takes Kt
35. P takes B ch	35. K to B 4 (e)
36. K to K 3	36. P to Q 7
37. K takes P	37. K takes P
38. P to Q R 3	38. K to B 6
39. K to K sq	39. K to K 6
40. P to Q Kt 4	40. P takes P
41. P takes P	41. K to Q 5
42. K to Q 2	42. K takes P
43. K to K 3	43. K to K 4
44. P to Q Kt 5	44. P to Q 4
45. P to Q Kt 6	45. P to Q 5 ch
46. K to Q 2	46. K to Q 3 & wins (f)

(a) Although this has the effect of relieving Black from his doubled Pawn it seems to be White's best move, as Black now threatens to play P to Q 4 with advantage.

(b) Obviously he cannot take either Rook without immediate loss.

(c) Q to Q B 3 has been pointed out as the best move for White here, and, with this opinion, we are inclined to concur.

(d) Preferable to losing a Pawn after the exchange of B and Kt.

(e) Much better than K takes P

(f) This game is chiefly interesting from its termination, which is excellently played by the winner.

Games IV and V of the Match.

These Games were published in the January Number of the *Westminster Papers* and will be found at p 142.

GAME LXXVII.

White. Mr. WISKER.	Black. Mr. ROSENTHAL.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to B 4	3. P to Q 4
4. B takes P	4. Q to R 5 ch
5. K to B	5. Kt to K 2 (a)
6. Kt to Q B 3	6. P to K Kt 4
7. Kt to K B 3	7. Q to K R 4
8. P to K R 4	8. P to K R 3
9. P to Q 4	9. B to Kt 2
10. Q to Q 3	10. P to Q B 3
11. B to Q Kt 3	11. B to K Kt 5
12. Kt to K 2	12. Kt to Q R 3
13. B to Q 2	13. Castles Q side
14. B to Q B 4	14. Kt to Q B 4
15. Q to R 3	15. Kt takes K P
16. R to Q (b)	16. Kt to K B 4
17. Q takes P (c)	17. Kt takes B ch
18. R takes Kt	18. Kt to K 6 ch
19. K to B 2	19. Kt takes B (d)
20. R to Q 3	20. Kt to Q 3
21. Kt to Q B 3	21. B to B 4
22. R to Q 2	22. P to Kt 5
23. Kt to K 5	23. B takes Kt
24. P takes B	24. P to Kt 6 ch
25. K to B	25. Kt to B 5
26. R to Q 4	26. R takes R
27. Q takes R	27. Kt to K 6 ch
28. K to Kt	28. R to Q

And White resigns.

(a) We have failed to discover the superiority of this move to the one usually adopted at this point, Kt to K B 3.

(b) If Q tks Kt, Black replies with B tks Kt, &c.

(c) This desertion of her liege lord by the Q may be commended for its prudence, but must be condemned for its selfishness. As the sequel shows, she is false alike to Church and King.

GAME LXXVIII.

White. Mr. WISKER.	Black. Mr. ROSENTHAL.
1. P to K B 4	1. P to K 3
2. K Kt to B 3	2. P to Q 4
3. P to K 3	3. K Kt to B 3
4. P to Q Kt 3	4. P to Q Kt 3
5. B to Q Kt 2	5. B to Q Kt 2
6. B to K 2	6. Kt to Q 2
7. Castles	7. B to K 2
8. Q to K	8. Castles
9. P to K R 3	9. K Kt to K
10. Q to K Kt 3	10. Q Kt to K B 3 (a)
11. P to Q 3	11. P to K Kt 3
12. Q Kt to Q 2	12. K Kt to K Kt 2
13. Q to K B 2	13. P to Q B 4
14. K to R 2	14. Kt to Q 2
15. P to K Kt 4	15. Q to B 2
16. Kt to K 5	16. P to K B 3
17. Kt takes Kt	17. Q takes Kt
18. K B to B 3	18. P to K Kt 4
19. P takes Kt P	19. P takes P
20. B to K 5	20. R to B 2
21. Q to K Kt 3	21. Q R to K B
22. B to Kt 2	22. Q to K
23. Kt to B 3	23. P to K R 3
24. P to K R 4	24. P takes R P
25. Kt takes P	25. R takes R
26. R takes R	26. R takes R
27. B takes R	27. Q to B 2
28. B to K 2	28. B to Q B (b)
29. P to Q 4	29. B to Q 2
30. B to Q 3	30. B to K
31. Kt to K B 3	31. P to K R 4
32. K to Kt 2	32. K B to B 3
33. P to Kt 5	33. B takes B
34. Kt takes B	34. Q to B
35. Q to R 3	35. P takes P
36. P takes P	36. Q to K B 5
37. Kt to K B 3	

Owing to the lateness of the hour, the game was given up as drawn (c).

(a) The young player might be disposed to think that one Kt would be as good as another at K B 3, but Black's object is to post the K Kt at Kt 2.

(b) Possibly as a precaution against a future check of the Q at Q Kt 8. If his object was simply to reach the K sq, B to Q B 3 would have saved time.

(c) We see no advantage on either side.

GAME LXXIX.

White. Mr. Rosenthal.	Black. Mr. Wisker.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. Kt to Q B 3	3. Kt to K B 3
4. P to Q 4	4. B to Q Kt 5
5. P to Q 5	5. Kt to K 2
6. Kt takes P	6. P to Q 3
7. Kt to K B 3	7. Kt takes P
8. Q to Q 4	8. B takes Kt (ch)
9. P takes B	9. Kt to K B 3
10. P to Q B 4	10. Kt to K B 4
11. Q to Q 3	11. Castles
12. B to K 2	12. R to K sq
13. Castles	13. Kt to K 5
14. B to Kt 2	14. Kt to Q B 4
15. Q to Q 2	15. R to K 5
16. Q R to K sq	16. B to K 2
17. P to K R 3	17. P to K B 3
18. B to Q 3	18. R takes R
19. R takes R	19. Kt takes B
20. P takes Kt	20. Q to K B sq
21. Q to K B 4	21. R to K sq
22. R to K 4	22. Kt to K 2
23. Kt to Q 4	23. Kt to K Kt 3
24. Q to Kt 3	24. P to K B 4
25. R takes R	25. Q takes R
26. P to K B 4	26. Q to K 2
27. K to B 2	27. Q to K R 5
28. Q takes Q	28. Kt takes Q
29. P to Q R 4	29. K to B 2
30. Kt to K 6	30. B takes Kt
31. P takes B ch	31. K takes P
32. B takes P	32. Kt to Kt 3
33. K to K 3	33. Kt to K 2
34. P to K Kt 4	34. Kt to Kt 3
35. B to Q 4	35. P to Q Kt 3
36. B to Q B 3	Given up as drawn.

GAME LXXX.

(Ruy Lopez.)

White. Mr. Rosenthal.	Black. Mr. Wisker.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q Kt 5	3. P to Q R 3
4. B to R 4	4. Kt to K B 3
5. Castles	5. B to K 2
6. Kt to Q B 3	6. P to Q Kt 4
7. B to Q Kt 3	7. P to Q 3
8. P to Q 3	8. B to K Kt 5
9. B to K 3	9. Q to Q 2
10. Kt to Q 5	10. Kt takes Kt (a)
11. B takes Kt	11. R to Q Kt sq (b)
12. B takes Kt	12. Q takes B
13. Kt takes K P	13. P takes Kt
14. Q takes B	14. Castles
15. P to Q B 3	15. Q R to Q sq
16. Q to R sq	16. Q R to Q 3
17. P to K B 4	17. Q R to K Kt 3
18. Q to K 2	18. P takes P
19. B takes P	19. P to K B 4
20. P takes P	20. R takes P
21. B to K Kt 3	21. R takes R ch
22. R takes R	22. B to Q 3
23. Q to B 3 (c)	23. Q takes Q
24. R takes Q	24. B to Q B 4 ch
25. P to Q 4	25. B to Q Kt 3
26. B to K B 2	26. R to Q 3
27. K to B sq	27. P to K Kt 3
28. K to K 2	28. K to Kt 2
29. B to K Kt 3	29. R to K 3 ch
30. B to K 5 ch	30. K to Kt sq
31. K to Q 3	31. P to Q B 3
32. K to K 4	32. B to K B 2
33. P to Q Kt 4	33. P to K R 4
34. P to K B 3	34. P to Q R 4
35. R to K B 6	35. R takes R
36. B takes R	36. P takes P
37. P takes P	37. K to B 2
38. B to K 5	38. B to Q Kt 3
39. P to Q 5	39. P to Q B 4 (d)
40. P takes P	40. B takes P
41. B to Q B 7	41. B to K B 7
42. B to Q 8 (e)	42. B to K Kt 6
43. B to K Kt 5	43. K to K sq
44. B to K B 4	44. B to R 5
45. K to Q 4	45. P to Q Kt 5
46. K to Q B 5	46. B to K 8
47. K to B 6 and Resigns	

(a) A very bad move indeed, leading to the immediate loss of a Pawn.

(b) It is worthy of observation that in almost every game in this match Mr. Wisker posted his Q R at this square.

(c) The exchange of Queens is well timed, White's Pawns being so much better placed than those of his adversary.

(d) If P takes P ch the other Pawn would soon fall.

(e) The end game is exceedingly well played by both combatants.

SOLUTIONS OF PROBLEMS IN THE DECEMBER NUMBER.

No. XXIX.

WHITE.	BLACK.
1. Q to K Kt 6 ch	1. K takes Q
2. Kt to K B 5	2. Anything
3. Kt mates	

No. XXX.*

A Black B was omitted from K R 6.

WHITE.	BLACK.
1. Q to B 3 ch	1. K to B 5 (a)
2. Q to Q Kt 3 ch	2. K takes Q
3. Kt to R 5 mate	

(a) If 1. K to K 3 then 2. Q to B 7 ch, and Kt mates next move.

No. XXXI.

WHITE.	BLACK.
1. B to Q Kt 5	1. P takes B best
2. Q to Q R 2	2. Anything
3. Kt to Q 4 ch	3. P takes Kt
4. Q mates	

No. XXXII.

WHITE.	BLACK.
1. R to K 2 ch	1. K to Q 8 best
2. K to Q 3	2. K to Q B 8 best
3. R to B 2 ch	3. K to Kt 8 best
4. K to Q B 3	4. B to Kt 5 ch
5. K to Kt 3	5. B to R 4
6. R to B 5	6. B to Kt 3
7. R to B 6	7. B to R 2
8. R to B 7	8. B to Kt sq
9. R to Kt 7, and now, wherever the B is moved, White attacks it with R and wins.	

THE SANSON FUND.

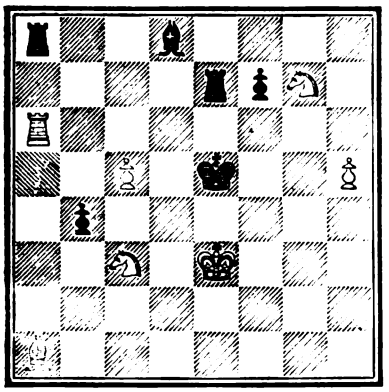
We have great pleasure in acknowledging the receipt of the following sums for Mrs. Sanson, all of which we have promptly remitted. We also record that the St. George's, through the kind exertions of Mr. Hampton, sent £3 to Mrs. Sanson direct. Mr. Walsh 5s, Mr. C. Mossop 5s, Mr. Collins 5s, Mr. Ries 5s, Dr. Lavies 5s, Mr. F. H. Lewis 5s, Mr. Joshua 5s, Mr. Child 5s, Mr. W. Robertson 5s, Mr. J. O. Howard Taylor 5s, Mr. Ratliff 5s, Mr. Wormald 5s, Mr. Bristow 5s, Dr. Blumberg 5s, Mr. Slous 5s, W. C. K. 5s, Mr. S. Franklin 5s, Mr. Watkinson 5s, Mr. Whitman 5s, Mr. P. T. Duffy 5s, Mr. Westropp 5s, Mr. Carmichael 5s, Mr. Long 5s, Mr. H. Jonas 5s, Mr. Lemmens 5s, Mr. Mocatta 5s, Dr. Elam 5s, Mr. Pope 5s, Scaccophilus 5s, Mr. Hodges 5s, Mr. McMurray 5s, Dr. Alexander 5s, Mr. W. Moore 8s, Mr. Sanderson Tennant 8s, Mr. Charles Russell 10s, Rev. W. Waite 10s, Mr. Belaieff 15s, Mr. Frere £1. Total—£11 11s. Further sums will be received and acknowledged by Mr. Charles Mossop, Westminster Chess Club, Caledonian Hotel, Adelphi Terrace, Strand.

Papers Received.—*Chess Players' Quarterly* for December; *Will o' the Wisp; The Freemasons; Australasian* September 24th, October 1st and 8th; *Leader* (Australia), September 24th; *Land and Water; European Mail; Irish Sportsman; Farmer Courier; Schachzeitung*, November and December, Berlin; *Schachzeitung* for January; *The Quarterly Review.*

PROBLEMS.

In compliance with the desire of many of our subscribers, we give in this number the first of a series of problems simpler in construction, and less difficult of solution than our problems have usually been, specially composed for this journal. Nos. 37, 38 and 39 are by Mr. R. B. Wormald; Nos. 40, 41 and 42 by Mr. T. Smith, and Nos. 43, 44 and 45 by Mr. P. T. Duffy.

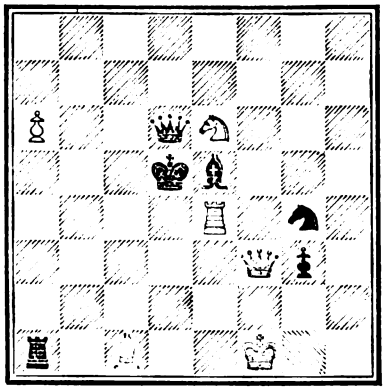
No. XXXVII.—BLACK.



WHITE.

White to play and mate in two moves.

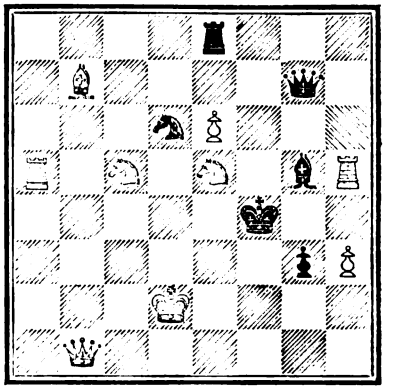
No. XXXVIII.—BLACK.



WHITE.

White to play and mate in three moves.

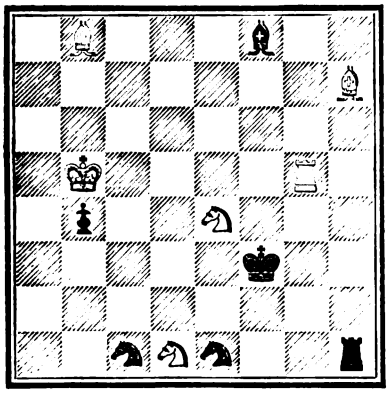
No. XXXIX.—BLACK.



WHITE.

White to play and mate in three moves.

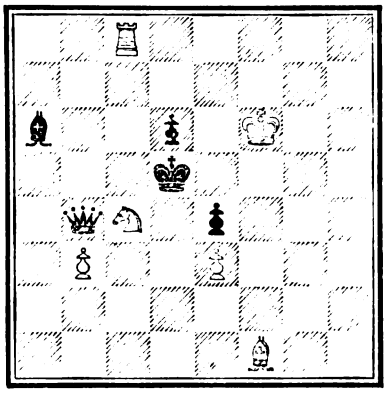
No. XL.—BLACK.



WHITE.

White to play and mate in three moves.

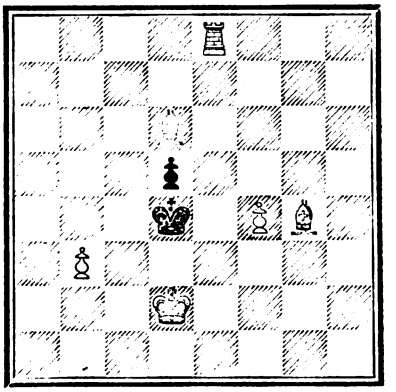
No. XLI.—BLACK.



WHITE.

White to play and mate in three moves.

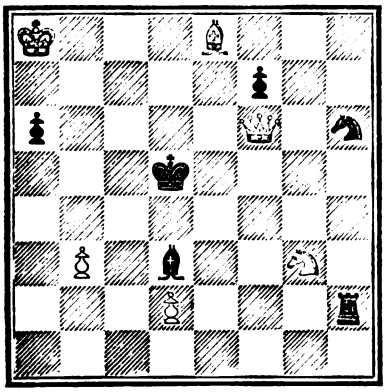
No. XLII.—BLACK.



WHITE.

White to play and mate in three moves.

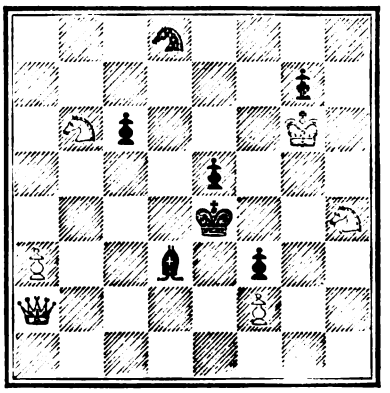
No. XLIII.—BLACK.



WHITE.

White to play and mate in three moves.

No. XLIV.—BLACK.



WHITE.

White to play and mate in three moves.

No. XLV.—BLACK.

WHITE.

White to play and mate in three moves.

THE CUT AND THE MISDEAL.

THERE have been some differences of opinion on the subject as to what constitutes a misdeal, and under what circumstances there must be a fresh cut, which we desire to clear up; and we do so with the kind assistance of Mr. Clay. In order to explain the matter, we give the two laws applicable to the subject. The words of the law are, (34) "If there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut;" (and, law 36) "When the pack is cut, should the dealer shuffle the cards, he loses his deal."

Now, if after the cut a player picks up all the cards but one, and joins them together, leaving one card on the table, is that a shuffle? If, in taking up the first pack, and before rejoining them, he takes up the card so left, and puts it at the bottom of the pack taken up, is that a "confusion?"

What we wished to know was, what is the construction of the word confusion? To this Mr. Clay replied as follows:—"I have looked at Law 34, and it appears to me to be sufficiently explicit. The word 'confusion,' applies not merely to the act of cutting, but to that of replacing the packs one on the other. Thus, if the dealer in so replacing the packets, leave a card or cards behind, this comes under the head of 'confusion,' and the adversaries can demand a fresh cut. The penalty of a misdeal, if the dealer shuffles the cards after they have been cut, provides only against the carelessness which I have sometimes seen, namely, that the dealer, probably in absence of mind (forgetting that the cards have been cut) shuffles them again." This answer did not go to the full extent we desired, and we wrote again, and put the following point:—"If the cards are cut, and I in taking them up leave a card of either packet on the table, and rejoin the two packets, still leaving the card on the table, can I, the defaulter, insist on a fresh cut, or is it a misdeal?" And in answer we received the following:—"I scarcely know how to make my meaning more plain than in my last letter. The word 'confusion,' in Law 34, applies both to the act of the player who cuts the cards and that of the dealer who rejoins the separated packets. The case you put comes under the head of 'confusion' in the act of replacing one packet on the other. It was never intended, nor to my mind would it be right, that this should constitute a misdeal." It never rains but it pours. On the same day we received the last note, the following point occurred. A cut, and B, in taking up the pack, dropped it, and the cards were all mixed. Thereupon the dealer took up the cards and shuffled them. A claimed a fresh deal, because of the shuffle. To our mind the claim is invalid, and as it was left to us to decide, we so decided, and, as it further illustrates the meaning of the law, we think it right to point out why this law does not, in our opinion, come into force. The cards had become so mixed in their fall that it was impossible to say there was not the confusion referred to in Law 34, and therefore there must be a fresh cut. Law 36, to our mind, means, if, after a true cut and a proper joining together of the two packs the dealer then shuffles, he loses the deal, but because after the confusion, and after it became clear that there must be a fresh cut the dealer shuffles, doing that which in effect he was bound to do; he does not thereby lose the protection which Law 34 has thrown around the dealer. To our mind, therefore, there can be no misdeal until after the first card is dealt, except when the dealer shuffles after the cut without there being a clear and proper reason for his so doing. We have written thus at length on the subject because, at two of our Whist clubs at least, an impression has gained ground that almost anything in the shape of an irregularity in the cut—dropping a card, and so on—amounts to a misdeal.

Whilst we are on the subject, may we suggest to card players that there should be a clean cut. There should be no slipping the cards on one side to divide the pack, nor should there be any pressure on the top of the pack before cutting. These are points that honourable minds ought not to be told twice, and this is certainly the second if not the third time we have mentioned the subject. The advantage gained by the means we condemn is so mean and paltry that it is incomprehensible to us how any one, with the slightest pretensions to the character of a gentleman, can be a party to such conduct. When, in addition, it is known that any one thus cutting is suspected and avoided, it becomes more wonderful that any one can place himself in such a disagreeable position (to put it on the lowest grounds) for so small a benefit.

DOUBLE DUMMY SIMPLE ENDINGS.

Taken from a hand played at the Westminster Chess Club, by Cam.

A's HAND (Cam.)—D 4, 3; H A, 9; S 9, 5.	B's HAND.—C 10; H 8, 4, 2; S Q, 8.
X's HAND.—C Kg, 4, 3; H 10; S 7, 6.	Z's HAND.—H Kg, Q, 7; S A, 10, 2.

Diamonds trumps. A led, and made four tricks.

DOUBLE DUMMY HAND.

By F. H. LEWIS. No. XVII.

A's HAND.—S Q, 4; C A, 10, 3; H 10, 7, 6, 5; D 8, 6, 5, 4.	B's HAND.—S A, Kv, 9, 8, 3; C K, Kv, 8; H A, Q; D A, K, 9.
X's HAND.—S K, 7, 6; C Q, 9, 4; H K, Kv, 4; D Q, Kv, 10, 3.	Z's HAND.—S 10, 5, 2; C 7, 6, 5, 2; H 9, 8, 3, 2; D 7, 2.

S Trumps. A to lead, and A and B to make 6 by cards.

REVIEWS.—MODERN WHIST.*

WITH the usual flourish of trumpets, an article with this title was announced for the *Quarterly*. We are so accustomed to receive instruction of the highest order from the writers in this periodical, on all and every subject that they touch, that we awaited the coming Number with impatience, and devoured this article with avidity. The mixture is made up of such bad materials that it has quite upset our digestive organs, and we are inclined once more to exclaim, Blessed is the man who expecteth nothing, He shall not be disappointed. The writer has apparently gone to the Museum and rummaged up everything he could find on the subject of Whist, and has put together a jumble of nonsense (except so far as he has parodied the language of Professor Pole and Mr. Clay) unparalleled in the literature of Whist. Of padding and parody the writer has been exceedingly liberal. If, instead of looking through the catalogue at the Museum he had bought and read Bohn's Handbook, and left out altogether the books he professes to review, he would have been much better informed on the subject. No public writer, with whose works we are acquainted, possesses sufficient ignorance to have produced the article. The writer appears never to have heard of Major "A," although how he could remain so ignorant, when it is incorporated with Professor Pole's work, we do not understand. He has never heard of Lieutenant-Colonel B—, Bob Short, or Cœlebs, and we suspect he has only seen one part of Deschapelles. Mathews he knows as Matthews. He fails altogether to understand the principles of the game, and we suspect a fortnight before writing this article knew no more of Whist or Whist literature than a child unborn. Wherein the modern game differs from that of Hoyle, he hardly mentions, although, at page 57, he says, "We may now endeavour to give a general idea of what the game is in its most improved form." With the aid of Professor Pole he explains that the system consists in a partnership. Surely he cannot have read Hoyle and Mathews, and yet assume that they do not recognise a partnership? We wish the writer would point out what there is in modern books that cannot be found in Hoyle and Mathews. We suspect he would find but little difference. If he will give 100 instances wherein he thinks modern play differs from the old style, we will undertake to show him authority for 90 out of the 100 cases he submits, in Mathews or Hoyle, to the same effect. If he answers, you thereby admit my case of the difference between old fashioned and new Whist; we reply, why have you not given us these ten cases, and pointed out with precision the difference between the two systems. It is quite true that we play with more care and attention to the small cards than our ancestors, but we suspect neither Hoyle nor Mathews ever, on a King led, played a 4 with a 2 in their hands, as mentioned at page 62, unless with an object. If Hoyle rose from his grave, and was our partner under such circumstances, we should expect he had a reason for his play, and the deduction we should draw would be that he had no more of the suit. Now-a-days, of course, it would be a signal for trumps; but no good player in the past or the present threw away so remote a chance as the difference in value between a 2 and a 4, any more than they would throw away the better chance, the difference in value between K Kv or Ace Q. To talk of convention in such a matter is arrant nonsense.

"Another important convention is in returning your partner's suit, when you hold nothing but useless cards; you must return the highest if you have only two left, the lowest if more; thus if, after winning his lead, you have 4 and 5 left, you must return the 5; if you have 4, 5 and 6 you must return the 4." What the writer means by *useless* cards here we do not understand, and we strongly suspect he does not know the rule or the meaning of it. If he means, the rule applies only when you have useless cards, it is scarcely necessary to tell our readers it is the literary hack and not the Whist player that writes. Whatever the cards be, useless or otherwise—if you have two only left you return the highest: if more than two, except when you have the King card of the suit, you return the lowest. The objects of the rule are twofold; first, to assist your partner to clear his suit, and second, to enable your partner to count your hand. As to the latter point, the writer never seems to have heard.

"The third hand now is forbidden to do what he might often legitimately have done before, namely, to finesse (except with Ace Q) to his partner's original lead, as the high cards are wanted out of the way." Has our author read pages 56, 57 and 58 of Cavendish's 8th edition. We do not wish to quarrel with the proposition, although it would certainly be difficult to substantiate. But the writer seems to us to have learnt his rules by rote; and he does not give the reasons for the faith that is in him. We could finesse with greater advantage when the game was 10 than now it is only 5. We played for larger scores, and risked more to get the scores; but to give a hard and fast line that you are never to finesse except with Ace Q may be sufficient information for a child; but scarcely can be that food which Whist players have a right to expect from a writer in the *Quarterly*.

"Another application of the theory is in discarding, which should, if possible, be done from short or weak suits, not from long ones. The cards of the former are of little use; those of the latter may be very valuable, even to the smallest you have." Here we have a simple and straightforward rule, "Discard from your weakest suit," put into wishy-washy language, by a writer who does not understand the rule nor the object of it. We discard that which is of little or no use, and at the same time we tell our partner by inference what suit to lead, by telling him what not to lead. "So important is the trump lead under these circumstances" (it is difficult to follow what the writer means by these circumstances) "that in the modern game a conventional signal, or call for trumps, has been introduced, by which, if the holder of a strong trump hand cannot get the lead

* MODERN WHIST. *Quarterly Review*, No. 259, January 1871. John Murray, Albemarle Street.

early, he may intimate his strength to his partner, and so call on him to lead them as soon as he can." And in a note, to be committed to memory, he says, "Holding five trumps, lead them, or call for them." Here, again, the writer can scarcely have understood the subject, or he would not have written so loosely. He assumes, that great strength in trumps justifies a Blue Peter. This view, so far as we know, has never been hitherto advanced. With Mr. Clay the signal means, "I command you to lead trumps; I have five trumps, or four with two honours. Obey my order, and I answer for the game." Cam, by his signal, means, "I have a good hand, lead trumps, and I will get a good score;" but the *Quarterly* says, "I command you to lead trumps, because I am strong in trumps, although, at the same time, I have not a trick out of trumps in my hand."

"After showing you his own (suit) it is his (your partner's) duty to return yours; but much depends on what card he plays." There is a charming simplicity about this that we are bound to admire. If you have a difficulty to deal with, pass it over as lightly as possible. What is the use of troubling yourself as to whether you should open your suit or return your partner's. Our author does not bother himself about such trifles. Our readers may therefore take the *Quarterly's* authority—although it upsets not only the old, but the modern school—that in future they must always open their suits, and then return their partner's. It is a comfort, indeed, to have such an easy rule to guide us on so difficult a subject.

"A good player of this class (3rd) opened by leading Kg of Spades, which he followed by the Q. His partner, a systematic player, who originally had Ace and two small ones, with four trumps, gave him credit for the Kv, and probably one or two others; he therefore put Ace on the Q, to get it out of his partner's way, then succeeded in drawing all the trumps, and returned the third little Spade. The original player had no more, and the adversaries brought in the suit." Now, this is an extraordinary statement: 1st, the language shows the author does not know the difference in the lead from Kg Q Kv 4 and Kg Q Kv 4 3, nor does the imaginary systematic player. Neither therefore knew the A B C of the game. The leader of the Kg is put forth as an old-fashioned, but good player. To get out the trumps, he must have assisted in the operation, and no old good player would be such an ass as to return trumps when he was playing for a ruff. The very point the author is endeavouring to enforce is, that the old players play for their own hands alone, and yet our author makes the old player do as he is told, and defeat his own design at the same time. One more quotation, and we have done. "The old-fashioned objection to lead up to an honour, as well as the direction to lead through an honour, both vanish under the modern system. Either is right, if you are strong in trumps; neither if otherwise." With the last sentence we quite agree, but if the writer means that the fact of an honour being turned to the right should never deter a good player from leading trumps, or because it is to his left, that circumstance will not be an extra inducement to lead trumps, we say the remark is childish. Every player must judge when to lead trumps according to what he knows, and to shut his eyes to the knowledge he possesses would be an act of folly a Whist player is not likely to commit. When to lead trumps is a point requiring more judgment than any other in the game, and this our author entirely evades.

We have thus far spoken of what the article contains, and, in order to do so, we have been obliged to give so many extracts that we have little space to speak of what it does not contain. The writer speaks of the principles of the game as new. We deny altogether that there is any new principle. The partnership principle is more generally recognized, and better understood, and with our greater knowledge of the leads is of more general application, but—it is not new. Again, the writer speaks of the Blue Peter as new. But the effect of the introduction of these two elements into the game is evaded. Of the effect on the game itself, perhaps little need be said; but the effect of these innovations on the moral qualities of the players ought to be handled by a competent writer. To many the Whist table is a school, where patience, care, observation, caution and courage may be developed. But the old game taught self-reliance, which the modern school does not. The young players of the day rely too much on their partners. They have not the dash of the young players of the old school. The French were formerly famous for their rashness, both in war and at Whist. They have lost their dash, and they have lost—all. The players of the new school are taught the value of little matters. To save a penny here, and a penny there, may make a man succeed in life. But risk is the foundation of commerce, and without risk a Whist player becomes a common pedlar. No man can succeed in life without confidence in himself. The young players (except they have five trumps) do not play with sufficient daring. They rely on the signal—a guide from their partner, and they fail to know when it is necessary to be bold. The game becomes mere routine, and the genius of the player is not brought out. It is useless to write against the Blue Peter. To our mind it is an unmixed evil, but the thing exists, and we must take Whist as we find it. But by Whist education now, we shall not make men of the same stamp as heretofore. The dash, the life and spirit of the player, is smothered by rules and routine. Of course, after a while, we escape from this thraldrom, and we then get greater room for skill, but the majority of the pupils are discouraged, and break down in the process.

The article is of interest only to us because it denotes that, in the opinion of the editor, there is a demand for information on the subject; that, day by day, Whist is the favourite amusement of all ranks, and it is best appreciated by men of the highest intelligence and ability. Moreover, the writer has pointed out to those ignorant on the subject various sources where information may be obtained on the history of the game, its introduction, and gradual growth. Many of the quotations are very hackneyed. All the common-place definitions of such words as Whist and Ruff are paraded before us to exhibit the writer's learning, without, in any case, giving us a satisfactory explanation. But wiser heads have sought for the true meaning of these words

in vain. By the bye, did it ever occur to Dr. Latham that the word ruff is used in the old Piquet books, as the equivalent to "the point," now in use. We do not see how this may lead to the true meaning of the term, but a clue is sometimes obtained to knowledge by most curious routes, and it may be the connection between ruff and "the point" may put some learned pundit on to the right scent.

We can only say, in conclusion, that this is the worst article that ever appeared in the *Quarterly*. There is a want of style, a want of precision, painfully apparent in the writer's mind; and when we compare the article on Whist with that on Our National Defences, we are certain we have not done an injustice to the writer in speaking of him as a literary hack. For style alone, we care nothing. Ideas without style would meet our views, but an article without style or ideas should not have been written on the subject in the *Quarterly*.

DRAMATIC NOTES.

THE poet who apostrophized Dullness would have found plenty of employment for his muse in the novelties of the past Christmas. Dullness, long drawn out, was the prevailing characteristic of the Boxing-night pieces; and those persons who waded through the criticisms of the following day must have seen that even the complacent gentlemen who write for the daily press were, like Balaam, forced to curse where they went to bless. It is difficult to understand why the various stage managers allowed their authors to have their own way in length, but the reader will easily appreciate the general dullness when we inform him that, with the exception of two pantomimes,—which are the licensed nonsense of the season,—every novelty produced was a burlesque! It is true that an adaptation of *Our Mutual Friend* was presented at one theatre, but it was to all intents and purposes a burlesque. We have more than once endeavoured to point out the utter imbecility, the dreary, disgusting, and demoralising nature of the present style of burlesque, and the language at our command is completely exhausted. We can only say that if it is possible to reach a lower depth, that lower depth has now been reached. Nor have these pieces been successes from a commercial point of view. With the doubtful exceptions of *Dick Whittington* at the New Royalty, and *Cœur de Lion* at the Strand, they have all been failures, and the list includes the *White Cat* at the Globe, *Elizabeth* at the Vaudeville, and the *Mistletoe Bough* and *Gil Blas* at the Webster-Chatterton establishments,—the Adelphi and the Princesses Theatres. It was thought that the lowest point of degradation had been reached by Mr. Burnand in the *White Cat* and *Elizabeth*, but it has been left to Mr. Farnie, who is attached to the Webster-Chatterton combination, to equal if not to out-do his brother scribe. It is perfectly inconceivable how men, calling themselves authors and gentlemen, can lift up their heads among their fellows after writing such disgusting rubbish — rubbish which is not only sheer twaddle, but which also frequently panders openly to the worst vices of society. The inevitable conclusion is, that they care nothing how far they degrade themselves and the stage so long as their pens bring them in pounds, shillings and pence. There is a graver side to this question. Although we hope and believe that burlesque is on its last legs,—for even the attraction of legs must pall,—yet there is no doubt that it is very prevalent just now; nor do we deny that it has given origin to a certain class of audience, or rather spectators, till lately rarely seen within the wall of a theatre, who would understand or appreciate tragedy and comedy about as much as they would a leading article. To satisfy the tastes of these persons, an immense number of women must be presented; and, as there are still some actresses left who object to make a wholesale exhibition of their persons, recruits are sought for from a profession which it is needless to specify here. Nor are the Pantomimes, to which Paterfamilias takes his olive branches, free from this reproach; and the splendid attire and appearance of certain ladies, who only appear at the Christmas season, and then only in subordinate characters, excite some wonder in the mind of the innocent spectator as to what remunerative profession they are engaged in for the rest of the year. But it is in those houses devoted to burlesque that the subjects of our remarks are most to be found; and, as they have plenty of money, and unlimited impudence, at their command, the spectacle is not unfrequently afforded of a person of no education or manners rapidly rising from ballet to burlesque,—from burlesque to managership. All this is done with the sanction and encouragement—tacit if not avowed—of those critics whose business it is to point out the abuses of the stage; and unless some specimen, worse than the rest, openly insults her audience, or appears in a police court, they hold their tongues, and look on with indifference. If it is said that our remarks are worthless unless we can propose a remedy, we reply that we are prepared with a suggestion: Let a rigorous line be drawn between ordinary stage productions and those we have condemned; let there be a complete separation between drama and burlesque,—not burlesque in its true form, but that of Messrs. Burnand, Farnie and Co.;—and let certain buildings, for we cannot call them theatres, be set apart for the sole performance of the latter. At present, drama and burlesque are mixed up together; and the playgoer, after hearing a good comedy, may have his eyes and ears so assailed by the noxious nonsense of burlesque, that he looks round with astonishment to see if he is in the same place. The separation once made, and an understanding arrived at that burlesque should be no longer considered part of the drama proper, but an exhibition of *poses plastiques*, both authors and performers might go to whatever length they pleased without bringing scandal on an honorable profession. Managers themselves would be gainers. Taking the case of Messrs. Webster and Chatterton, the playgoer is not able to see Mr. Webster at the Adelphi, or Mr. Phelps at the Princesses, without being

bored and disgusted afterwards with the *Mistletoe Bough* and *Gil Blas*, unless, indeed, he leaves at nine o'clock. But if Mr. Webster and Mr. Phelps could be presented at one theatre, and the burlesques alone at the other, and an inscription posted on the latter that no decent person is expected to enter, everybody would be satisfied, and a satisfactory test be established as to the permanent popularity of modern burlesque.

As we do not seek, in these Papers, to be the chroniclers of every theatrical event that takes place, a few sentences will suffice for the dramatic doings of the past month, with the exception of Mr. Robertson's *War*, and the opening of the Court Theatre. The adaptation of *Our Mutual Friend*, presented at the Opera Comique, contained little merit, either in itself or in its performance; and was probably produced more to please the supposed taste for dramatic versions of Mr. Dicken's novels than from any fitness in the story itself for the stage: nor did Mr. Rowe, the adapter, show to the same advantage as in *Little Em'ly*. The collapse of the management of the Globe Theâtre has been merely a question of time from the commencement, and will be regretted by none. Though the list of theatres is tolerably long, the number of those where an enjoyable entertainment is provided can be counted on one hand. These are the Haymarket, the Prince of Wales', the Vaudeville, with the comedies of the *Palace of Truth*, *Ours*, and the *Two Roses*, the New Royalty, which has obtained a reputation for neat little two-act dramas, and latterly the Princesses, where Mr. Phelps is appearing as Sir Pertinax Macsycophant. To dwell on the merits of this last performance would be superfluous; it is enough to say that it is the finest piece of acting of the day, and will probably be exhibited to empty benches for about twelve nights.

The production of Mr. Robertson's last comedy, *War*, was an event looked forward to with much interest. Considerable pains were taken by the management of the St. James's Theatre to ensure success. Ingenious little paragraphs were inserted in the newspapers as to the excitement at the box-office, and a scene painter was despatched to Sedan to take a sketch on the spot—we presume at the expense of the management; an expense that might have been spared, seeing that the major part of the audience were none the wiser as to the locality. The result was, as our readers know, a failure; the cause of which is not difficult to discover. The play was weak, the last act thoroughly bad, and the idea of making the story hinge on the present war a mistake. The lighter passages, necessarily incidental to a comedy, jarred on the audience, who were not disposed to regard the terrible struggle between France and Germany with any but serious feelings. Nor has Mr. Robertson followed up his idea with any resolution. The main point of the story is the unhappiness of a young German girl, whose lover is a French officer; but no war need have been dragged in to exhibit this theory, as the same unhappiness would be caused to the offspring of the rival grocers of a country town, who might be separated by paternal quarrels. We wonder the author did not seize the opportunity of fattening up his play with political discussions between the representatives of the three nations. The groundwork is there; his Frenchman gets light in the head, and raves about glory; his German declaims piously on the blessings of peace; and his Englishman is an irresolute and wooden sort of personage, who does not know how to interfere between his two friends. But Mr. Robertson has neglected these means of contrasting national types, and, instead, has brought on his old properties of gushing girls and Tennyson's poetry, cigars and love making, under a change of name and scene. Here is modern comedy run mad. We are admirers of modern comedy, but there is no necessity to modernise it up to the last moment; and a war of a hundred years ago, if a war was necessary at all, would have done just as well. But we suppose that author and manager were of opinion that as people rushed to the Alhambra to hear war songs, so they would rush to the theatre to hear war sentiments. Theatrical rulers are very ready to copy or purloin the attractions of the music-halls, though they are actuated by no feelings of reciprocity. The harlequinade portion of the pantomimes of the day is supported mainly by the staff of the music-halls, and the Pocket Sims Reeves, the Chickaleary Boy, the Clog Dancer, the Imitator of Birds, and others,—the produce of the music-halls,—may be seen nightly at Drury Lane. In the present instance it was conclusively proved that the audience at the St. James's Theatre were not quite down to the level of that at the Alhambra, and they hissed accordingly. It is not necessary to say more about the play, as a flood of criticism has already been poured forth upon it; but it is worth noting that the amiable critic of the *Times*, utterly perplexed at the verdict of the audience, disturbs his mind as to the causes which led to this unwonted display of independence on the part of the British public. Surely he can understand that even that long-suffering beast, the jackass, which animal, in his opinion and that of his brethren represents that portion of the public which occupies the upper boxes, the pit and the gallery of a theatre, will now and then assert himself. The dramatic critics attached to the daily Press have, for years, had matters their own way, and how have they abused their power? They have, for the most part, persistently puffed up the bad plays, eulogised the indifferent ones, and bolstered up with their influence rotten and worn-out institutions. They have not concealed their scorn and contempt for the paying public, and have written in the interest of the author, the manager, and the numerous hangers-on of both. What wonder then that the first-night audience of the pit and gallery, whom we regard as a more keen and critical race than the interested occupiers of stalls and dress circle, seeing the way in which they have been flouted and deceived, have taken the reins into their own hands. If they are now, in their turn, slightly inclined to abuse their power—and we admit this is the case—it is the fault of those who have goaded them on to it. If the verdict of condemnation rested with the stalls, *Ecarté* might have been running to this day at the Globe Theatre, and nothing would have been said against it. Except perhaps by the *Times* critic, who, we believe, did audibly express his contempt for that ill-fated production.

The most important event of the month has been the opening of the Court Theatre, in Sloane Square: and we have at last to record the existence, in the suburbs, of a theatre of the highest class. There have been one or two previous attempts to establish playhouses without the magic circle enclosed by the Strand and Oxford Street; but, as the promoters never aimed at anything beyond the "gaff" order, these attempts have been, fortunately, failures. But the management of the Court Theatre have gone differently to work. The theatre itself is pretty in design, and gorgeous in colour; the nuisance of fees and extortion of all kinds is abolished; and a company, stronger in good names than the average, has been engaged to give effect to a performance of unusual merit. From the address delivered on the opening night we learn, that sensation drama is to be eschewed, and that houses on fire and trains in collision are to be tabooed. These are mercies for which we cannot be too thankful; but, better even than this, is the fact that it was not considered necessary to inaugurate the new theatre with a burlesque. This is the boldest reform of all, and deserves the highest acknowledgment. The principal attraction put forward is a new comedy by Mr. W. S. Gilbert, a writer from whom much is expected, and who has never yet, we believe, written an unsuccessful play. The result proved another triumph for the author, who could have no reason to complain of the manner in which his piece was received by the audience. The play is full of that sort of dialogue which is characteristic of the wit and powers of observation of the author, and an element of serious interest has been introduced to give a back-bone to the piece. It is, perhaps, a little too overloaded with characters, who now and then, as in the second act, seem too many for the stage, and divert the attention of the audience too much from the main plot. In the story on which Mr. Gilbert has built *Randall's Thumb*, the characters of the contrasted pair of wedded couples are not introduced, and we think he might have left them out of the play without detriment to its interest. Exception might be taken to the very tame manner in which Randall gives up his game; and as for the extraordinary revelation of the last act, with respect to Buckthorpe's parentage, we are still unable to discover whether the author intends it to be a joke or not. If he is serious, the peals of laughter with which audience and actors received the information, will probably cause its excision. The rising tide of the second act for a moment made us fear that the promises of the address were to be broken, and that we were in for a sensation scene, and a "header" by Mr. Vezin; but, luckily, nobody was drowned, nor was the heroine pulled out of the water by her hair, and the tide was evidently introduced merely as a common incident to a picnic. The acting was admirable all round. Want of space prevents us from going into details, and we can only say that Messrs. Vezin, Belford, and Miss Brennan were especially good, as was Mr. Righton, who is a great acquisition to the London stage, which sadly wants new blood. The audience was enthusiastic in the extreme, and certainly no experiment could have commenced under fairer auspices.

Obituary.

On Wednesday, the 11th January 1871, died, at 17 Tavistock Square, aged 72, James Bowyer, Esq., as good a fellow as ever lived. There are few Whist players in London that did not know and love old Bowyer. Never, to our knowledge, did he say an unkind word of any man. He never lost his temper, but was always jolly and happy, winning or losing. We cannot all expect to possess his equanimity, but we should do well to try to become as amiable and forgiving. He was a member of many private clubs, such as the Blenheim (in days of yore); the Socials, that have met at Clunn's, in Covent Garden, for very many years; the Watsonians' and the Hollywoods'. At the latter club he played on Tuesday, and was, apparently, as well as ever. He went to bed on Wednesday at his usual time. Before Wednesday had expired he had left us for a better world. He was formerly one of the six clerks of the Court of Chancery, and retired on his pension when the office was abolished. He had an abundant store of anecdotes, which he related with point and vigour, and his power of recitation would not have been despised on the stage. As a Whist player, he was of the very, very old school, and we believe no man ever so much enjoyed putting on the table the last five trumps, which he had carefully treasured up to the end.

NOTICES TO CORRESPONDENTS.

CHESS.

J. A. R., Dublin.—The problem is incurable, and the idea is not new. We have subjected the former to the ordeal of fire, a severe test we admit.

W. C. C., Warrington.—We have five problems of yours. No. 1 admits of mate in three. No. 2 is quite sound, but is very easy, and too inartistic in construction. The same may be said of Nos. 3 and 4. No. 5 is good, but, from its conditions, can only be used on special occasions.

R. B. W. and T. S.—Accept our thanks for the pretty problems for beginners.

B. Horwitz.—End games, as usual, very good, and very acceptable.

V. N. P.—Both problems are above the average. No. 10 is still in the examiner's hands.

R. Ormond.—Thanks for the two problems. We like the "five mover" very much, but doubtless most people will prefer the one in three moves.

Victor Gorgias.—We have such a large batch of your problems that weeks must elapse before they can be fully examined. Several however are marked for early insertion.

E.F., Hull.—Thanks for the pretty verses. We think the idea a good one, and will help you in the matter if we can.

W. C. K., Newmarket. — You are right as regards the problem by "Dynari." We shall be glad to receive the game, and we can then enter fully into the question of the Fraser defence. Thanks for your good wishes.

DESDECHADO.—In your solution of No. 36 you do not make White play the best defence. On the fourth move you give, as White's move—K to K 8, whereas his best move is K to B 6. You will find the position exceedingly instructive, and well deserving of study. In all the other cases you are right. We have heard the *bon mot* before, and agree with you as to its aptness. Thanks for pointing out our mistake in reference to the Australian player.

H. W. C., Tottenham.—It was Philidor who said that "pawns are the soul of Chess." You must not, however, therefore think solely of the pawns.

G. E. B., Inverness.—Thanks for the problems. That by your friend shall appear next month.

T. R. Y.—In our diagram of problem No. 30, a Black Bishop was unfortunately omitted from Black's K R 6.

WHITE KNIGHT.—We agree with you that the gross attack upon the *Chess Players' Quarterly Chronicle*, in the Chess column named, was entirely unprovoked, and utterly unjustifiable. But what would you have? "'Twas ever thus, from childhood's hour."

GOLDEN WORLD.—The assumption of a moral tone by the person in question is amusing enough. The whine about personalities comes with an ill grace from one who never in his writings was otherwise than personal.

J. N. M.—In Chess, if I place my Queen in a position to be taken by my adversary (not by design, that it should be taken), is there any etiquette of the game requiring my adversary to call my attention to the fact, and to allow me to make some other move, or is he at liberty to take my Queen, as he would any piece of less value?—*Ans.* There is no rule or etiquette requiring your adversary to call attention to the fact that you have put your Qn *en prise*. The Qn is treated in exactly the same way as any other piece. Of course we have all seen such a slip pointed out, but we should not take back a piece under such circumstances, and if we were to treat our adversaries differently, they would play at a great advantage.

WHIST.

P. B.—If you could count four, you would not have written to us; you want four tricks to win the game; there are four cards in each hand; you know your partner has the two long trumps and the thirteenth Diamond, and his other card you do not know; Spades led, you, second hand, have Ace Qn, and you doubt as to which you should put on. The A Q finesse mania must have attacked you. How often must we say, that to finesse a Q when you want one trick only, or when you know the Kg is not to your right, is an act of insanity?

R.—(1) With Qn, Kv, 10, 2, second hand, put on 10. With 10, 9, 8, 2, put on 8. (2) On the return of your partner's lead in trumps, having won a trick, and having three cards in sequence left, like either of the above examples, we should return the highest, and not follow the rule as to returning the lowest because you have four. There are some inconveniences arising from so playing, but we think the balance of advantage in favour of the return of the highest.

S. R.—If you lead out of turn, and the next or the two next players follow suit, the original offender is liable to have his card called, or his adversaries may call a suit from him or his partner, whoever first has the lead. You cannot have both penalties. The second and third players' cards may be taken up again, and cannot be called.

W. A. M.—A S and A D, K, Double Dummy, hand No. 16, lead the H A, then trumps four rounds, discard Q, Kv of H, then play all the H. The end play depends on whether Z throws away S or D, but the play is quite easy from this point if you put up the cards.

D. D. and Lex.—Solutions right.

M. B. and L.—In cutting, if there be confusion of the cards, there must be a fresh cut. In the case you send, all questions as to confusion are at an end, because your adversary cuts again. His partner is bound by the act, no matter how much he protests. See short article, p 162.

C.—From Kg, Kv, 10, 9, lead 9. Never lead a middle card, except with Kg, Kv, 10, or Kg, Kv, 10, 9 and another. Be satisfied with a simple rule until you know more of the game. (2) With Ace, Qn, second hand, Kv led, never cover the Kv with the Qn; either put on the Ace or a little one, according to the state of the score. If you play with people that do not know the leads, and who lead Kv from Kg, Kv, 10, you may alter your play.

C.—Read Mr. Clay's Chapter on the Finesse Obligatory, and you will find that in the position you state, Kg having won the first round of your lead, 10 returned, and you have Qn and two little ones, you, third player, must pass the 10; the Ace cannot be in your partner's hand: it cannot be in the fourth player's hand, or he would have taken the Kg: it must, therefore, be in the original second player's hand, now the fourth. If you put on the Qn, she must die; and if, in the case you put, the Ace Kv is in the fourth hand, you cannot help it, he must make them both, whichever you play; whereas, if the Kv is to your right, you remain with the best of the suit.

The following appears in Answers to Correspondents in the *Field*:—"C.—It is unfortunate that you have agreed to abide by the decision quoted, because it is wrong. A player who has not followed suit has a right to know what suit was led, but not what card was led, at any time prior to the turning and quitting of the trick, or until he or his partner has led or played to the next trick. So that 'A,' feeling uncertain whether he has revoked or not, is entitled, after the trick is gathered, to inquire, 'What was led? *i.e.*, What suit was led?'" We presume the case is the one which we decided in our last. It is, of course, useless expecting courtesy at the hands of the *Field*, but we think, on a question of law, we have a right to ask for the reasons for their decisions; and that the writer should quote the law which supports his view. The editor's *ipse dixit* is of great value, but, like Oliver Twist, we ask for more. Will the editor of the *Field* condescend thus far? We assume both our objects are the same, viz., the promulgation of sound law; and, if we are wrong, we shall only be too happy to say so. At the same time, we are bound to say our correspondent "C" cannot have written the letter to which the *Field* refers, and the *Field* "C" we therefore take to be a convenient fiction. This is scarcely the way matters of this description should be treated. If we make mistakes, and our decisions are of sufficient authority to bear discussion, we are only too proud to see them fairly argued and decided, but there is a right and a wrong way of doing these things; and the *Field* always takes the latter alternative for choice.

Le B. AND C.—If a dealer's adversary sees the bottom card (the trump) before the deal commences, or during the deal, can he (the adversary) demand a fresh deal?—*Ans.* No; he can suffer no disadvantage from the knowledge. On the contrary, he gains something, as, if a card be turned up in dealing, he would know whether or not to call a fresh deal. But if, when the cards are presented *to be cut*, the bottom card be seen, he may insist on the pack being be re-shuffled, as it is a small advantage to the dealer that the bottom card, which cannot be the trump card, should be a small one.

W. R.—(1) My adversary says, I have game. I desire him to place his cards on the table. Is he obliged to do so?—*Ans.* No. (2) My adversary shows me the last three cards in his hand, and by the ordinary mode of play they are winning cards, but if I call them, I save the game, can I do so?—*Ans.* No. Why should you be at liberty to call his cards? To save time (by the bye it always loses time), or for some other reason, your opponent shows you his cards. You may play as you please to his disadvantage. You cannot be injured by his showing the cards to you, and may get a benefit, but you cannot punish him for giving you information. If he showed a card to his partner, you might be injured, but to show it to you is for your benefit not his. The punishment for an exposed card and a detached card is inflicted because your opponent may obtain a benefit by his carelessness, but you cannot punish a man for doing that which can be of no advantage to him.

PIQUET.

C. R. and C. B.—If the junior hand takes any of his adversary's stock and looks at them, what is the penalty?—*Ans.* If a player looks at one of his adversary's cards, he loses the game.

The Westminster Papers.

1st MARCH 1871.

THE CHESS WORLD.

"The whisperings of our petty burgh."

We are glad to learn, from *The Quarterly Chronicle*, that the Counties Chess Association has now adopted the laws and regulations of the British Chess Association. We recommended this step to the members of that society in our number for September, because it appeared to us that their published adoption of the *Praxis* laws gave a semblance of discord to the relations between them and the Association,—whose laws were thus ignored,—which we believed had no other foundation. Except in the notable instance of the "Dummy Pawn," the laws of the British Chess Association are superior to those set forth in the *Praxis* by Mr. Staunton. With regard to the exception referred to, we think that (although the rule provides for a contingency which is never likely to arise in actual play), as there are still many persons who object to it, some steps should be taken to popularise the reasons in favour of so serious an innovation.

M. Rosenthal has left London for a tour in the Provinces, and his programme included a match between himself and the Rev. A. B. Skipworth, the present holder of the Provincial Challenge Cup. It is now unnecessary to enter into any particulars concerning this match, for we learn that after contesting three games—two of which he won, the other being drawn—M. Rosenthal has retired from the match in order that he may complete his tour, and return to his family in Paris. M. Rosenthal has made engagements with the following Clubs :—Glasgow, Cupar-Fife, Newport and Dundee. In the latter Club, a young player of great promise, Mr. W. N. Walker, will be backed at P and move against the conquering Hungarian.

The City of London Handicap Tourney is progressing rapidly. At the present moment all the interest is concentrated upon the contest between Messrs. Blackburne and Potter. The first game was won by the latter player, and the second game, after a struggle prolonged over the greater part of two evenings, was drawn.

The annual dinner of this Club has been the event of the past month. It was held on the 21st ult., at the City of London Tavern, the chair being occupied by the President, Mr. Chappell, and the vice-chair by Mr. Jackson, ex-President.

Upwards of sixty gentlemen attended, and amongst the visitors present were—Messrs. Hirschfeldt, Steinitz, Lowenthal, Hoffer, Blackburne, Potter and Wisker.

The prosperity of other Clubs was not omitted from the toasts, and the *Westminster* was specially spoken of with great kindness in connection with the match between the two Clubs which took place last year, coupled with an intimation that the challenge would be renewed at an early date. Many eloquent speeches were delivered by members and visitors; and the singing was distinguished by good taste and excellence. The greatest enthusiasm for Chess, and all that relates to the game, is displayed by the members of this Club on all occasions, and we are pleased to note that the society increases in prosperity and importance every year. It now numbers over 130 members; and we doubt not will soon have good grounds for disputing with the Westminster the palm of precedence in the Metropolis.

The theory of end games is undoubtedly the most important branch of Chess study. Without a knowledge of the correct principles of Pawn play no one can ever hope to become a first class player, and many persons must have experienced the disappointment which ensues upon throwing away a game easily won by an inopportune move of Pawn or King towards the close of a game.

Last month, through the kindness of Mr. George Walker, we were enabled to place before our readers an End Game, by Alexander McDonnell, the great competitor of Labourdonnais. In the margin will be found another position, from the same source, which we commend to the study of our readers.

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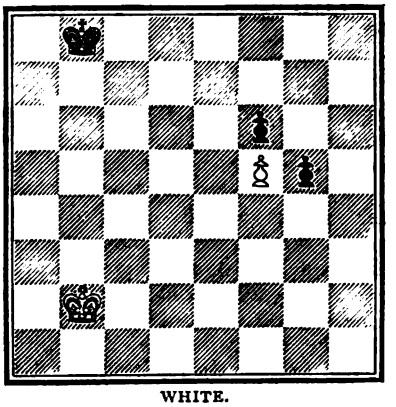

WHITE.

White to move and draw.

FOSSIL CHESS.*

No man to a certainty knows the true origin of the game of Chess; neither do we. As Homer is generally reputed to have been born in seven different cities, so seven and more different nations of the ancient world lay claim to have given birth to the inventor of this game. Too many of those authors who have earned for themselves mortal fame by the production of a history of the game have, we fear, been carried away by more enthusiasm than is consistent with the due exercise of such care and arduous research as are desirable in compiling the story of a subject almost scientific. One author, justly celebrated, whose name is almost a household word, especially among the neophytes, has, we are very much inclined to think—with all deference to his great name—mistaken what appears to us a tolerably lucid description of the spirited game of Hunt the Slipper for a description of ancient Chess; and, furthermore, in his doting fondness for his theme, his fertile mind, not satisfied with one origin for the game, has innocently lighted upon a second, which is a treatise on Blindman's Buff; his error here is the more pardonable, as the introduction of blindfold Chess by Greco and Philidor, and the perfection to which it has been brought by eminent English and foreign players may in some manner account for the mistake. When we take into consideration the foolish desire that so many men have for seeing their names in print, we think we are justified in recommending the reader to receive the majority of works on the origin of Chess (as well as on most other subjects) *cum grano salis*, or better still perhaps, with a scruple.

Troy, with her famous siege, has contributed more to Chess tradition than any other event of ancient history; the war, so relentlessly waged against her, and so immortally sung, has for three thousand years filled the minds of men, and to the heroes who fought and conquered before her gates has fancifully been assigned the invention of Chess, which is mimic war. There is one problem extant, whose authorship is not generally known, and whose arrangement is intended to represent the siege of Troy and the story of the wooden horse. The honour of having invented the game, has fallen upon the shoulders of Diomed, of Ulysses, with countless &c. following, and so in the far-off hereafter, when three thousand years of the future shall have rolled back into the past, when tradition,—

Like the worn ivy on a crumbling wall,

shall hang about the dim and half-forgotten truth, some giant war of the present time shall darkly fill the memories of men even as the war of Troy fills our memories now, so then perchance some hoary-headed sage, poring over some musty and useless book, shall assign —may be to Bismarck, may be to Von Moltke—the glorious honour of having invented the noble and warlike game of Croquet.

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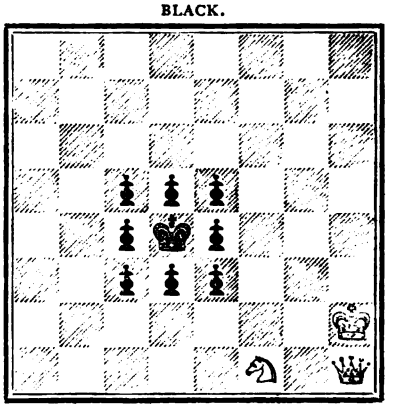

WHITE.

White to move, and mate in four moves.

Salmatius, the celebrated polemic antagonist of Milton, and the best Latin scholar of his age, Milton alone excepted, derives the word Chess from *Calculus*, a small stone, and the name of the pieces generally with which the Romans played the game of Latrunculorum or Latronum. The development of *Calculus* into *Chess* is too microscopic for general appreciation, and the derivation is now admitted to be erroneous. The following names for the game in some different languages, ancient and modern, may, we think serve to give the reader some clue to its derivation:—

Sanscrit.....Schthransch Hindoo.....Tschaturanga Turkish.....Satransod
Russian.....Tschature Chinese.....Elephant game Persian.....Schatrack, Letrenyr or a thousand cares.

The Sanscrit word above mentioned, and which we will not trouble the reader to mention twice, signifies in that language the main body of an Indian army, with elephants, horses, infantry and war chariots, and the arrangement of the pieces on the board is intended to represent such an array. The Sanscrit language is the most ancient—except perhaps the Chinese—in which any name for the game exists; neither is the name, as in all other languages, either composed or derived, but a word already existing, and signifying that which the game is specially intended to illustrate. This fact, together with the circumstance that in almost all languages some trace of the original Sanscrit root is observable, is we think strong circumstantial evidence that the game and its name are of Sanscrit origin.

The earliest trace of any game played in Europe, which modern authors have been pleased to mistake for Chess, was the *Latrunculorum*, or *Latronum* of the Romans, more lately called *miletes*. The authority for this mistake, and authors are generally very anxious to find one, is the military name of the game, and the fact that it was played with thirty-two pieces. The word *latro*, a robber, and its diminutive, *latrunculus*, perhaps a

* We regret that the volume before us has in many places lost several pages.

pickpocket of classic times, was the complimentary word by which the Romans called their mercenary soldiers. The *latrones*, or *latrunculi*, acquired the game during the African wars, and brought it to Rome with them; and so the game acquired the name of its importers, and of those by whom it was generally played. Very little evidence has come down to us concerning its character, but the general opinion is, that it resembled Backgammon rather than Chess.

Coming down to later times, we find to a certainty that the Saracens introduced the game into Europe, at that time in a semi-barbarous state; and although some writers pretend that the knowledge of the game had been lost in Europe for some centuries, we are unable to find any trace of its existence at any earlier time; the Latronum of the Romans was probably the cause of the mistake. The Saracens put the date of its origin at 226 A.D. (although the Indians claim—we think with justice—to have invented it about 608 B.C.) Artaxerxes, a Persian king, is said to have been the inventor of a game which the Germans call *Bret-spiel*, and Chess was, according to the Saracens, invented as a rival game. This game of Bret-spiel is that to which Herodotus alludes when he tells us of its invention, during a famine in Lydia, by two brothers, Ledo and Tyrrheno! The story runs that, food being scarce, these brothers dined one day and played at Chess the next as the means of forgetting their privations; doubtless under these circumstances the game produced the desired effect, and although generally we do not consider it a good substitute for dinner, we think it a good means of passing away agreeably our hours of idleness.

[*To be continued.*]

CHESS STUDY BY A. MC DONNELL.

The following Solution of the Chess Study which appeared in our last Number is from the Author's MS.:—

WHITE MOVES AND DRAWS.

In order to draw this game, it is necessary to observe several general principles, respecting the opposition of the Kings. The following are the most important points:—

1. Always (if possible) keep your King on the same file as your adversary's.

2. Play so as to have a distance of *three* or *five* squares between your Kings; that is, when you cannot keep in direct opposition.

3. When Black plays K to Q Kt 2 (on which square he now stands), you must always be able to play to Q Kt 3 or Q Kt sq.

4. When Black plays across the field to his K Kt 3, you will lose unless you can play to K Kt 2 or K Kt 4.

Black.	White.
	1. K to Q Kt 3

You might also play to Q Kt sq, but any other move loses.

2. K to Kt sq.

We suppose Black endeavours to gain the opposition. If he now play on to the Rook's file, you attack his Pawns with K.)

2. K to Q Kt 2

Although, by playing to Kt 4, you appear to keep the opposition, it is not so; for, by moving to Q B sq, and then to Q sq, you would be forced to give it up.

3. K returns to Kt 2	3. K to Q Kt 3
4. K to Kt 3	4. K to Q Kt 2

5. If he play K to Q R 4, you move to R 3 or B 3, and if instead—

5. K to Kt 4	5. K to Kt 3
6. K to Q B 4	6. K to Q B 3
7. K to Q B 3	7. K to Q B 2
8. K to Q B 2	8. K to Q B 3
9. K to Q B sq	9. K to Q B 2
10. K to Q sq	10. K to Q 2
11. K to Q 2	11. K to Q 3

always keeping three, or five squares, between the Kings.

12. K to Q 3	12. K to Q 2
13. K to K 3	13. K to K 2

14. If he advance the Pawn, you take P, and then play K to K B 3.

If he move—

14. K to K 2	14. K to K 3
15. K to K sq	15. K to K 2

keeping the important five squares off.

16. K to K B 2	16. K to K B 3
17. K to B sq	17. K to K B 2
18. K to K Kt sq	18. K to Kt 2
19. K to Kt 2	19. K to Kt 3
20. K to Kt 3	20. K to Kt 4
21. K to R 2	

If you play to advance R 4, he moves K to Kt 2, winning the opposition and the game.

If you attack P, you also lose in the same manner.

Your correct move is—

21. K to K R 3

22. If he move to R 3, you answer with K to R 4, and playing—

22. K to K R sq 22. K to R 2

If he return to the other side of the board, you must be careful to keep the same track, as one inferior move would lose immediately.

Supposing he proceeds with—

23. K to Kt 2 23. K to Kt 3
24. K to B 2 24. K to B 3

25. If he advance P you take, and on his playing K to B 3, move K to K 4, but you could only draw.

25. K to K 3 25. K to K 2

26. If he advance P you take, and if, instead of re-taking, he play K to B 3, you move K to K 3.

It appears needless to examine this further, as, by always moving upon the principle here laid down, it is clear the game must be drawn.

The writer of this cannot avoid adding that he has never seen a position more strongly exemplifying the nicety of play required in order to maintain the opposition.

Replace the pieces as at first, and you will find that the mere move is sufficient to win for Black.

BLACK MOVES AND WINS.

N.B. If Black K were at Q Kt sq, or Q B sq, he could only draw.

Black. White.
1. K to Q B 3

By this move he gains the opposition, and you will not be able to draw.

If you now play K to *any other square* than to Q Kt 2, he will come round on the Queen's side and win your Pawn; and playing—

1. K to Q Kt 2
2. K to Q 3 2. K to Q B 2
3. K to K 3 3. K to Q 2

4. If he advance the Pawn, you would draw; but playing—

4. K to K B 2 4. K to K 2
5. K to Kt 3

Observe that you are one move short, and cannot now keep the opposition by playing to Kt 2.

5. K to B 3

6. K to K R 4, having a won game; for, play as you will, he will take your Pawn with K.

VARIATION.

Replace the pieces as at first.

Black. White.
1. K to Q B 3 1. K to Q Kt 2
2. K to Q 3 2. K to Q Kt 3
3. K to K 3

If you move K to Q B 4, he advances P, and wins easily through your K not being able to get properly in front of his; if—

3. K to Q B 3

Black may now win by bringing K round on the King's side; or,

4. P advances. Must always take this Pawn, or it would be advanced another square.

4. P takes P

5. K takes P, and will Queen the Pawn.

This sketch is considered to be quite sufficient to show the manner of winning, if Black have the move in the original position.

HANDICAP TOURNEY AT THE CITY OF LONDON CLUB.

The following is the official score, obligingly furnished to us by the Honorary Secretary, Mr. H. F. Down:

CLASS A.

Argal	...	2	v	Younger 0
Potter	...	1	v	Blackburne 0; 1 drawn
De Vere	...	0	v	Harper 1

CLASS B.

Fenton	...	2	v	Bearne ... 0
Van der Velde		2	v	Johns ... 0
Rudderforth		1	v	Blunt ... 1

THE SANSON FUND.

We have great pleasure in acknowledging the receipt of the following additional sums, which we have forwarded to Mrs. Sanson:—Mr. Geo. Walker 5s, Mr. Hayward 5s, Mr. Yewd 5s, Mr. Deacon 5s, and Mr. Impey 5s.

PAPERS RECEIVED.

Leader 19th and 26th November, 3rd December; *Australasian* 12th, 19th and 26th November, 3rd December. *European Mail*, *Land and Water*, and *Chess Players' Quarterly*.

PROBLEMS.

Problem No. XLVI.—By R. Ormond.

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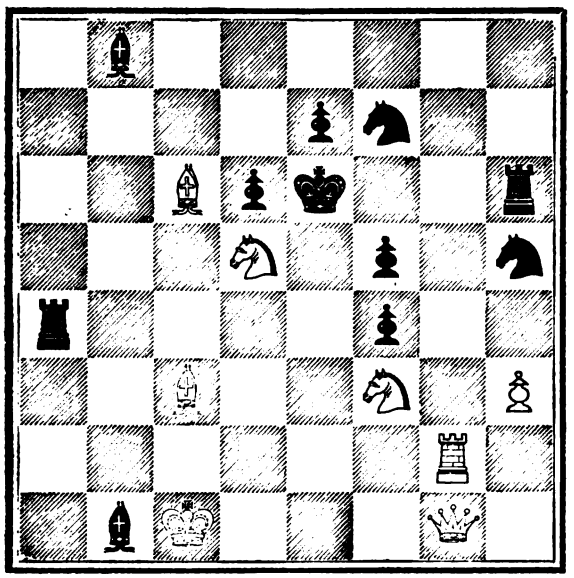

WHITE.

White to mate in three moves.

Problem No. XLVII.—By I. O. Howard Taylor.

EN PRISE.

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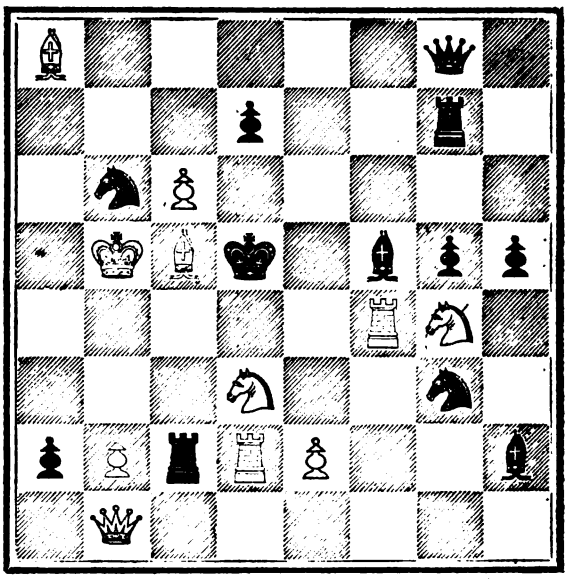

WHITE.

White to play and mate in two moves.

Problem No. XLVIII.—By J. Menzies.

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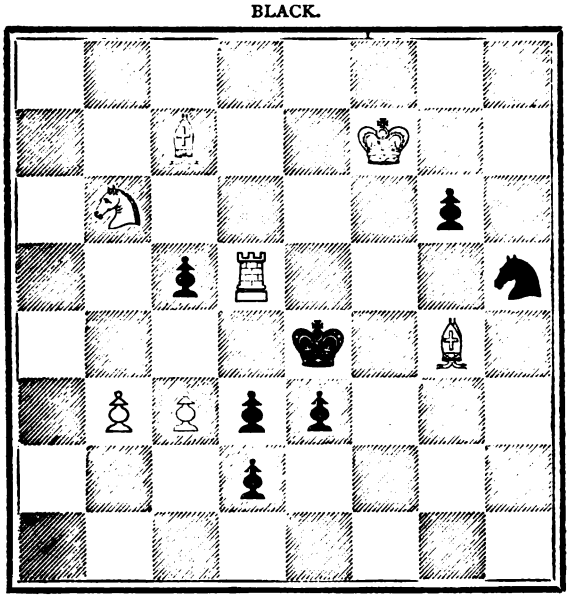

WHITE.

White to play and mate in three moves.

Problem No. XLIX.—By E. J. L.

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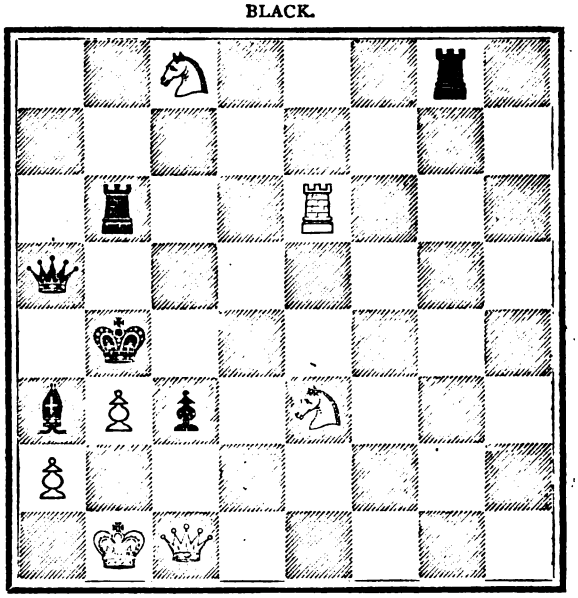


WHITE.

White to play and mate in three moves.

SOLUTIONS OF PROBLEMS IN THE JANUARY NUMBER.

No. XXXIII.

WHITE.	BLACK.
1. Q to Q B 5 (ch)	1. K takes Q best
2. R to Kt 5 (dbl. ch)	2. K to B 5 best
3. B to K B 2	3. Any move
4. R or B mates	

No. XXXIV.

WHITE.	BLACK.
1. R to K 3	1. B to K 5
2. Q to K B 5	2. Kt takes Q
3 B takes B	3. Any move
4. B or R mates	

No. XXXV.

WHITE.	BLACK.
1. Kt to Q R 4	1. K to K 5
2. Kt to Q B 3 (ch)	2. K to B 4
3. B to Q 4	3. Any move
4. Kt mates	

No. XXXVI.

WHITE.	BLACK.	WHITE.	BLACK.
1. K to R 2	1. K to Q 7	9. B to B 4	9. P to Kt 6
2. K to Kt 2	2. K to Q 8	10. B to R 6	10. P checks
3. B to B 2	3. K to Q 7	11. K to Kt sq	11. K to Kt 6
4. K to Kt sq	4. K to B 6 best	12. B to B 8	12. K to B 6
5. B to Q sq	5. K to Q 7	13. B to B 5	13. K to Kt 6
6. B to K R 5	6. K to B 6	14. B to K 6 ch	14. K to B 6
7. K to B sq	7. K tks Kt P	15. B to B 5 and wins	
8. B to B 7 ch	8. K to B 6		

GAME No. LXXXI.—Played in City of London Chess Club Handicap Tourney, 16th December 1870.

Black. Mr. De Vere.	White. Mr. Burn.	Black. Mr. De Vere.	White. Mr. Burn.
1. P to K 4	1. P to K 4	22. Kt to B 5	22. P to Q Kt 4
2. Kt to K B 3	2. Kt to Q B 3	23. Q R to Q sq	23. Kt to Kt 2
3. B to B 4	3. B to B 4	24. P to Q 6	24. B takes Kt
4. P to Q Kt 4	4. B takes P	25. R takes B	25. Kt takes P (d)
5. P to Q B 3	5. B to Q B 4	26. Q to Q 5 ch	26. K to R sq
6. P to Q 4	6. P takes P	27. B takes Kt	27. Q takes B
7. Castles	7. P to Q 3	28. Q takes Q	28. B takes Q
8. P takes P	8. B to Kt 3	29. R takes B	29. P to Q R 4
9. P to Q 5	9. Kt to R 4	30. R to Q 5	30. P to Kt 3
10. B to Kt 2	10. Kt to K 2	31. K R takes P	31. R takes R
11. B to Q 3	11. Castles	32. R takes R	32. R to Q Kt sq
12. Kt to B 3	12. Kt to Kt 3	33. K to Kt sq	33. P to Kt 5
13. Q to Q 2	13. P to K B 3 (a)	34. R takes P	34. P to Kt 6
14. Kt to K 2	14. Kt to K 4	35. P takes P	35. P takes P
15. Kt takes Kt	15. B P takes Kt	36. B to Kt sq	36. R to Q B sq
16. K to R sq	16. P to B 4	37. K to B 2	37. R to B 8
17. P to B 4	17. P to B 5	38. B to Q 3	38. P to Kt 7
18. B to B 2	18. B to B 2	39. R to Q Kt 5	39. R to Q 8
19. P takes P	19. P takes P	40. K to K 3	40. R to K 8 ch
20. B to R 3 (b)	20. R to K sq	41. K to Q 4	Resigns
21. Kt to Kt 3 (c)	21. B to Q 2		

(a) This move appears to us to be wholly unnecessary until the first player's Q Kt is played to K Kt 3. We should have preferred P to Q B 4. (b) Very well played, driving the R from an important file.
(c) Played with great judgment. Most players would have involved themselves in difficulties by playing the P to Q 6 at once.
(d) Although this move sacrifices a piece, he does not seem to have anything better to do.

GAME LXXXII.—Between Mr. F. H. Lewis and Mr. De Vere, played at the Westminster Chess Club, 13th December 1870.

White. Mr. F. H. Lewis.	Black. Mr. De Vere.	White. Mr. F. H. Lewis.	Black. Mr. De Vere.
1. P to K 4	1. P to K 4	17. P to K R 5	17. Kt to R
2. Kt to K B 3	2. P to Q 3	18. P to K R 6 (c)	18. P to K Kt 3
3. P to Q 4	3. P takes P	19. P to K Kt 3	19. Kt to Q R 2 (d)
4. Q takes P	4. P to Q R 3 (a)	20. B to K R 3	20. Q to Q
5. B to K Kt 5	5. P to K B 3	21. B to K 6 ch	21. Kt to K B 2
6. B to K R 4	6. Kt to Q B 3	22. P to K Kt 4	22. K to R
7. Q to Q 2	7. B to K Kt 5	23. P to K Kt 5	23. P takes P
8. Kt to Q 4	8. Q to Q 2	24. Q to Q B 3 ch	24. Kt to K 4
9. P to K B 3	9. B to K 3	25. B takes Kt (e)	25. P to Q Kt 5
10. Kt to Q B 3	10. Kt to K 2	26. Q to Q 4	26. P takes P
11. Kt takes B	11. Q takes Kt	27. B to Q B 5 (f)	27. P to Q R 4 (g)
12. Castles	12. Kt to K Kt 3	28. Kt takes B	28. Q takes Kt
13. B to B 2	13. P to Q Kt 4	29. Q takes Kt ch (h)	29. R to B 3
14. P to K B 4	14. Q to Q 2	30. Q takes R ch	30. Q takes Q
15. Kt to Q 5	15. B to K 2	31. B to Q 4	Resigns
16. P to K R 4	16. Castles K's side (b)		

(a) Either of the usual moves, B to Q 2 or Kt to Q B 3, is to be preferred to this.
(b) This looks very unpromising, in view of the attack White is preparing; but Black is beset on all sides.
(c) White pursues the attack with his accustomed vigour. (d) There is no time for the line of play this move indicates.
(e) Because, if P takes Kt, Black takes B with R, &c. (f) Exceedingly ingenious, indeed.
(g) Even Homer occasionally nods. Mr. De Vere appears to have considered that White's last move had no deeper meaning than the capture of an insignificant Pawn. (h) The termination is in the best style of play.

GAME LXXXIII.—Scotch Gambit.

White. Mr. Gossip.	Black. Mr. Hoffer.	White. Mr. Gossip.	Black. Mr. Hoffer.
1. P to K 4	1. P to K 4	12. P takes Kt	12. Castles
2. Kt to K B 3	2. Kt to Q B 3	13. Castles K R	13. B to K R 6
3. P to Q 4	3. P takes P	14. R to K sq	14. Q R to Q sq
4. Kt takes P	4. Q to R 5	15. Q to Q B 4	15. K R to K sq
5. Kt to Q B 3 (a)	5. B to Q Kt 5	16. Q to K B 4	16. P to K Kt 4 (c)
6. Q to Q 3	6. Kt to K B 3	17. Q to K B 3	17. R to Q 7
7. Kt takes Kt	7. Q P takes Kt	18. P to K Kt 4	18. R takes B
8. B to Q 2 (b)	8. B takes Kt	19. R takes R	19. Q takes R
9. B takes B	9. Kt takes K P	20. Q takes B	20. R to K 5
10. P to K Kt 3	10. Q to K 2	21. P to K B 3 (d)	21. Q to K 6 ch
11. B to K 2	11. Kt takes B	22. K to R sq	22. Q takes Q B P
		And White resigned	

(a) Mr. Fraser, during a recent visit to London, suggested at this point the move of Kt to K B 3, thus giving up the King's pawn. The move in question will, we have no doubt, receive full justice in that gentleman's analysis; but, in the meantime, it would appear that if Black captures the K P, White can develope his game with great rapidity by means of the exposed position of the adverse Q.

We have tested the new move in a few off-hand games, and believe that after the moves—

5. Kt to K B 3 . 5. Q takes P ch
6. B to K 2 the best mode of continuing the game is by 6 Kt to Q Kt 5.

(b) If P to K 5, Black can reply by Kt to Kt 5, &c.
(c) Black having obtained the attack, pursues it at all points with great energy.
(d) This looks hopeless enough, but he does not seem to have anything better to do.

GAME LXXXVI.—The following is one of a series of Games in our possession, played by Herr Kolisch, which we are not certain have been published before.

White. M. de Riviere.	Black. Herr Kolisch.	White. M. de Riviere.	Black. Herr Kolisch.
1. P to K 4	1. P to K 4	13. Q P takes P	13. Q P takes P
2. Kt to K B 3	2. Kt to Q B 3	14. Kt to Q 2	14. B to Q B 2 (c)
3. B to Q Kt 5	3. B to Q B 4 (a)	15. Kt to Q B 4	15. P to Q Kt 4
4. Castles (b)	4. Kt to Q 5	16. Kt to K 3	16. P to K R 4
5. Kt takes Kt	5. B takes Kt	17. P to K R 4 (d)	17. Kt to Kt 5
6. P to Q B 3	6. B to Q Kt 3	18. Kt takes Kt	18. P takes Kt
7. P to Q 4	7. P to Q B 3	19. P takes P	19. Q takes P
8. B to Q R 4	8. Kt to K B 3	20. R to K sq	20. B to K 3
9. B to Q B 2	9. P to Q 3	21. B to Q Kt 3	21. R to Q sq
10. B to K Kt 5	10. P to K R 3	22. Q to Q B sq	22. R to Q 7 (e)
11. B to K R 4	11. P to K Kt 4	23. R to Q sq	23. Q to K R 3
12. B to K Kt 3	12. Q to K 2	Resigns.	

(a) This is not so good a defence as the usual one, P to Q R 3, &c.
(b) P to Q B 3 is the recognised line of play at this juncture.
(c) To defend the K P, which on White's next move will be attacked by two pieces.
(d) The herald of White's subsequent disasters. (e) After this White has no resource.

GAME LXXXV.—Between Mr. Rosenthal and an Amateur, the former giving the odds of Q Kt.

White. Mr. Rosenthal.	Black. Amateur.	White. Mr. Rosenthal.	Black. Amateur.
1. P to K 4	1. P to K 4	9. P to K R 3	9. P to K B 3 (a)
2. Kt to K B 3	2. Kt to Q B 3	10. P to K 5	10. Q P takes P
3. B to Q B 4	3. B to Q B 4	11. B to R 3	11. Kt takes P (b)
4. P to Q 4	4. B takes P	12. Kt takes P	12. Kt to K 3
5. P to Q B 3	5. B to B 4	13. Q to R 5 ch	13. P to K Kt 3
6. Castles	6. P to Q 3	14. Kt takes P	14. Kt to K Kt 2
7. P to Q 4	7. P takes P	15. Kt to K 5 ch (c)	15. Kt takes Q
8. P takes P	8. B to Q Kt 3	16. B to B 7 checkmate	

(a) Up to this point of the opening Black has displayed great ability. Here, however, there is an unaccountable falling off.
(b) All this is admirably suited for White. (c) Very neat, and very pretty.

WHIST.

A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 25.

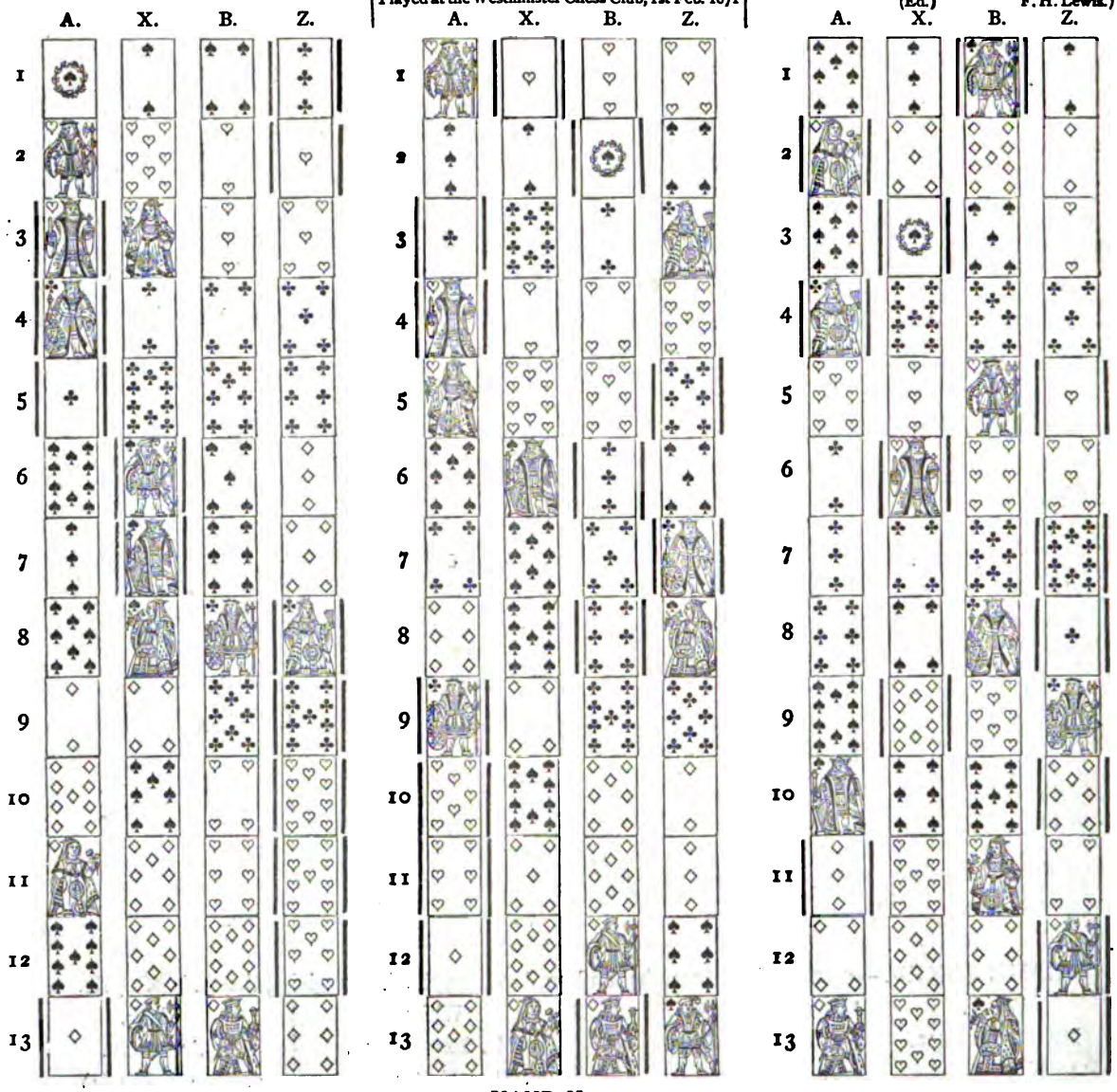
Score—A B 3. X Z 2. Clubs trumps.
Z turns up C 6.

HAND No. 26.

B's HAND.—C 9, 6, 5, 3, 2; S A; H 7, 4, 3; D Kg, Kv, 8, 7.
Score—Love all. Z turns up C Kg.
Played at the Westminster Chess Club, 1st Feb. 1871

HAND No. 27.

Score—2 all. Z turns up D Kv.
Played at the Westminster Chess Club, January 1871. (Mr. F. H. Lewis.)



HAND No. 25.

NOTES.—At trick 4 Z exposes a card—the three of Diamonds—and leaves it on the table. 6. A, generally a strong player, but retaining many of the precepts of the Old School, fails to benefit by Z's mishap; and, in the discussion that ensued about the hand, justified his play by his disinclination to lead from an Ace Queen suit. Z, a competent critic of Whist, who favors us with this hand, considers A's play bad,—but his argument worse; and says, his correct lead was a small Diamond. We agree with Z; and, as will be seen, A's play lost the game.

HAND No. 26.

NOTES.—1. A leads from his long suit, the regular lead from Kg, Qn, Kv, and two others. 2. X opens his long suit. 3. B having five trumps, although he has no Spades, leads trumps, his partner's suit being established. 4. A knows X has no more trumps, and he will not therefore return his partner's lead up to the Kg. 9. B knows his partner must have the C Kv and the two Hearts.

HAND No. 27.

NOTES.—1 A plays from his long suit. 2. B being safe in every suit, leads through the honour. 4. X plays to his partner's discards. 5. A leads a single Heart—he cannot return trump; but were he not the best player of our acquaintance, we should have suggested the force could not be bad. If too weak to lead trump, you are never too weak to force. Our partner, Mr. F. H. Lewis, considered the Heart the best lead; and our adversary will say our argument does not apply, because he was not weak. Still, we think a small Spade would have been quite safe play. It is clear that B has the S Qn. 9. It would not do to let B make a small trump, and X knows that B has nothing above the 9.

THE FIELD'S AMENDE.

In our January Number appeared the following question and answer :—

S. T.—C and I have agreed to abide by your decision on the following case :—X, B, Y, A, these gentlemen are playing Whist, B and A being partners against X and Y. X leads a card. B, Y and A all play to it, one or more of them playing a card of a different suit from that led by X. The trick is won by either B or A, and A gathers it up in his hand, but A, feeling uncertain whether he is revoking or not, before he turns and quits the trick, says to his partner, "Partner, what was led?" X and Y object that B has no right to answer the question. What say you?—*Ans.* The question was raised by Viator Rotundus in our November number, and we answered it. B cannot answer the question after the cards are touched for the purpose of being gathered.

The Editor of *The Field* disagreed with this decision. In our February Number we asked for "reasons." On the 4th February *The Field*, premising that there was a difference of opinion on the case, graciously promised to comply with our request. Accordingly, the following appears in *The Field* of the 18th February:—

Now there are two laws here in conflict. Law 85 says: "Any one during the play of a trick, or after the four cards are played, and before but not after they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players."

Laws 73 and 74 say: "A revoke is established if the trick in which it occurs be turned and quitted. . . . A player may ask his partner whether he has not a card of the suit which he has renounced. Should the question be asked before the trick is turned and quitted," &c. This shows by implication, that a player is entitled to ask his partner at any time prior to the quitting of the trick.

In the case put, B, A's partner, does not appear to ask A, and hence it might be argued that A has no right to the information unless B does ask him, and therefore that A's question is irregular, and that X Y are justified in objecting to it. But, on the other hand, it must be borne in mind that a player is entitled to remind his partner to ask him. There is no law to this effect, but it is the common custom in all Whist circles; and players not following suit frequently say to their partners, "Why don't you ask me?" or to that effect. That this is the custom we think will be admitted.

If, then, X Y, being desirous that A should not have the cards placed, object to the mode in which the question is put, A is at liberty to refrain from turning the trick, and to remind his partner that the usual question has not been asked; and, in this indirect way, A will obtain the information required. It is therefore a short cut to this point to admit at once that A may ask, "What was led?"—*i.e.*, what suit was led after the trick is gathered, in order to save a revoke. It will be observed that A does not ask to have any cards placed? he simply says, "What was led?" and it is admitted that his object was to discover whether he had revoked.

It may be objected that the cards played being of different suits, A, by being informed what suit was led, and knowing whose trick it is, may hence infer who played each particular card. This is true; but it does not invalidate A's right that it happens that, in the process of obtaining information to which he is entitled, he may gain collateral information to which he is not directly entitled.

As in deciding this case we differed in opinion from a decision previously given by the editor of the *Westminster Papers*, we are not content to allow it to rest on our sole judgment. We have, therefore, sought the opinions of the chairmen of the late Whist laws' committee of the Arlington and Portland Clubs, and we are favoured by their permission to publish their letters.

Mr. Clay says: I have no doubt your decision is correct. The ground for my opinion is, that the laws have always been very tender in respect of revokes, the mistake being of easy occurrence, and the penalty very severe. There is, no doubt, no law applicable to this particular case; nor can there be a special law for the many similar cases which may easily occur; but the case is clearly within the indulgence which the law extends to revokes."

The chairman of the late Portland committee says: "I do not understand it to be contended that A is not in time to save a revoke. If it were, I should at once decide that A's adversaries are wrong, under Laws 73, 74, and 76. The question does not seem to me to be one of law, but of the meaning of the precise words used by A. I think if the adversaries are *bona fide* under the impression that A wishes a card to be placed, it is open to them to object that A is too late; but as soon as A explains that he only desires to ascertain whether or not he has revoked, the adversaries are bound to withdraw their objection, and to permit A to be informed as to the suit led. It is mere cavilling to pretend that A has not the right of correcting his error (if any) or of discovering whether he has committed an error, because the trick has been gathered. The case as put is imperfect, as it does not say what happened after the objection had been raised by A's opponents.

The point at issue is one of law; but it shews that our principles of construing laws are opposed to those of Cavendish's. We will state our reasons for the conclusion at which we arrive. The game of Whist is a game of silence; no question of any kind can be asked unless specially authorised by the laws. Under the circumstances there is no written law permitting A to ask anything, and therefore he cannot do so. This is the point on which we lay the most stress; and it is one which on the facts we are agreed, because, it will be seen Mr. Clay says, "There is no law applicable to this particular case." The question, therefore, comes to this: Can a judge, when there is no law applicable to the case, make a law that is contrary to the fundamental principles of the game? We think not; and that our distinguished opponents have taken upon themselves powers which the law has failed to confer upon them. "But," says Mr. Clay, "the laws have always been very tender in respect of revokes, the mistake being of easy occurrence, and the penalty very severe." This is an appeal *ad misericordiam*, which we cannot admit. The law is tender, and the penalty is severe; but the same law that has prescribed the penalty proves its tenderness, and how far that tenderness may go. It prescribes the limits of its tenderness, and says, thus far shall tenderness go, and no farther. It is sought now to carry this tenderness one step further than the law has sanctioned; and, again we say, it is not in the power of the judge to extend this tenderness. The principles of the game assume, first, that a man plays with attention,—that his eyes are on the table; but, allowing for our infirmities, it permits a player to rectify his first error (not knowing what was led) by asking the players to draw their cards. Nowhere does the law permit the question, "What was led?" The information is obtained only indirectly by the formula

prescribed: "Draw your cards;" but law 85 limits the time for doing this. It must be done before the cards are touched for the purpose of being gathered, and therefore it follows that it cannot be done afterwards. No one pretends that a player can ascertain who played a particular card after the cards are touched. There is a limit of time introduced which it must be assumed our law makers had good reasons for enforcing, yet we must construe this law in a different manner in two different cases if Cavendish's decision is to be upheld, and we thereby introduce an element of confusion and uncertainty. We are to decide that a player cannot ascertain whether his partner played a 7 or 8, and, at the same time, he is to be at liberty to ascertain what was led. There are two laws, says Cavendish, "in conflict." By our method of construction, both laws are upheld. By his construction, one of the laws in the case before us is annulled. No lawyer can so construe a code or an Act of Parliament. That construction must be preferred which upholds the whole law. Again, if, as Cavendish alleges, the three laws 85, 73 and 74 are in conflict, which of those laws are to be binding. It is a well understood principle of construction that the last clause shall prevail, so that if any argument is to be drawn from this, it is that clause 85 must limit and not extend the privileges of 73 and 74.

The offender, "A," does not look at the table. He plays a card without knowing what was led, and he does not avail himself of the laws made to protect his carelessness. He is offered bread, and he asks for a stone. But it may be argued, it is not only "A" but "B" that must be protected. This we have admitted. The law gave "B" the means of protecting himself. "B" might (after the cards were gathered) have asked "A" if he had not one of the suit led. "B," like A, fails to take advantage of the laws made for his protection, and it is in favour of carelessness and inattention such as this—where the law is ample to protect the merest tyro at the game—that we are to have introduced a law contrary to the principles of the game; a law that will introduce endless difficulties and disputes. In effect, Cavendish inserts in the code these words, "To save a revoke, a player may ask what suit was led." By no law can any judge insert such a clause. Whether the laws be good or bad, we must construe them as we find them, and not, for any fancied idea of justice, incorporate words into the code. We may ask to have the cards placed, because law 85 permits it. We may ask to see the last trick, because law 91 allows the enormity, but does Cavendish contend that if law 91 did not exist, he could make a law binding on Whist players to enable us to see the last trick? or, as the law stands; because, if we do not see the last trick but one, we shall lose the game, therefore a judge can authorize us to see that trick without the intervention of the legislature. We are speaking to the question of jurisdiction, and we contend that our opponents have no *locus standi*. We cannot permit hard cases to make bad laws. Cavendish says, "A player is entitled to remind his partner to ask him whether he has one of the suit led. There is no law to this effect, but it is the common custom in all Whist circles; and players, not following suit, frequently say to their partners, 'Why don't you ask me?' That this is the custom we think will be admitted." Supposing this view of the law to be correct (which we deny), then "A" had another remedy in his hand, of which he failed to take advantage. But we rather refer to this part of the decision to protest against any such doctrine gaining ground. Either Cavendish has not clearly explained what he means, or has written hurriedly and under some misconception of what he is saying. That after a revoke has been established, the revoking partner does occasionally upbraid his partner for not having asked if he had one of the suit, we admit, but that any player ever said to his partner, "Why don't you ask me?" or that there is any custom allowing such a question, we deny. Such a question was never asked in our presence, and if it were asked and answered, we should leave the table at the end of the rubber.

We will only say, in conclusion, that we extremely regret to be obliged to differ from such eminent authorities. It is, we believe, the second time only in our three years' existence that we have differed on a question of law from Cavendish, and on that occasion Cavendish gracefully withdrew his opinion; and we can assure him it would have given us much greater pleasure to have returned the compliment, and to have done likewise on this occasion.

SILENCE.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I am so much an advocate for throwing one's whole mind into any work or play in which we may be engaged that I hope the following observations may be appreciated as they are meant.

There is no doubt that the Whist player has, *cæteris paribus*, an advantage, who is least pre-occupied, or less easily disturbed by conversational or other interruption. But I should like to see Whist so simplified (though many might think it thereby complicated) that no observations or questions should be allowed with reference to the game, except such as would protect a revoke, or give the choice of a penalty. The practice, as it at present exists, is productive of the double disadvantage of not compelling attention, and of frequently affording information.

For instance, an observation common enough with fourth player is, "Draw your card." It cannot be

contended that a player at Whist ought not to observe the fall of the cards, or that the memory cannot follow three cards. Such a proposition is an insult to the table. But frequently, and I hope without intention, the observation either means, or may imply, "If the trick is not yet your's, partner, I can win it." A common question, again, evidencing want of attention (and possibly avoiding a penalty) is, "Whose turn is it to lead?" But, as a mark of gross want of attention, can we have a clearer example than that frequently afforded in the course of a game by the question, "What are trumps, partner?" Surely if any suit should specially be in the minds of a player it is the trump suit.

Now, too, that Blue Peter is a regular feature in the game, it seems to me most undesirable that the last trick should be open to examination. Information may thus be afforded, which may have escaped the eye of the partner or his adversaries. I throw out these hints, Sir, in the interests of attention, memory and *bona fides*, and I hope the matter may be found worthy of discussion. If the suggestions were acted upon, and incorporated in the rules, it would not be the Whist PLAYER who would suffer.

I am, Sir, yours obediently, FACHEL.

DUTY ON PLAYING CARDS.

IN our March Number for 1869 we gave the duty on playing cards for the previous 10 years. We seem to have omitted one duty,—which is a charge of 3s 9d per dozen packs. We neither understand why there should be any difference in charge between a dozen and a single pack; nor why for a dozen 3s 9d should be charged instead of 3s; nor why it is any advantage to a card maker to have his packs in dozens. No doubt there is some valid cause for this,—to us unknown. This 3s 9d duty produced, in the year ending March 1868, £376 for 2,003 dozen packs; for the next year, March 1869, £338 for 1,802 dozen packs, and for the year ending March 1870, £332 for 1,772 dozen packs. The tax is consequently decreasing, and may we think be abolished. In the year ending March 1868, the makers of Playing Cards paid £16, whilst in 1869 they paid only £14. In 1868 the sellers of Cards paid £1,066 2s 6d, and in 1869 £1,093 10s. These two duties now disappear from the list, and this was in accordance with the views expressed in our 1869 article. In 1868 the number of packs manufactured was 748,324, and the duty, at 3d, produced £9,354 1s. In 1869 the duty on 825,948 produced £10,324; in 1870 the duty on 984,210 produced £12,303. The tax is therefore steadily increasing; nevertheless it is not to our thinking in a satisfactory position. We believe Cards are played as much in England as in any other country; but the quantity manufactured is not equal to the Cards used either in Paris or St. Petersburg. The tax is still too high. The hard and fast line of 3d presses too heavily on the poorer classes; 3d on a 3s pack does not seem very extravagant, but 3d on a pack that can be produced for 10d is enormous. When the Chancellor of the Exchequer considers that a pack of Cards can be sold for a penny, it is obvious that the tax is too heavy. It is clear that the people who sell Cards at a penny (we are speaking of small sized packs—toys for children) do not pay 3d duty; but if these small Cards can be sold retail for a penny, it is tolerably obvious that a large sized Card could be manufactured for eight pence. We believe Goodall's sell Cards 7½ oz. in weight at 10d. We object to the tax, as in restraint of trade. So long as this tax exists the trade is a close trade. When we last wrote there were sixteen makers in the United Kingdom, now there are only fourteen, yet the trade has increased in a remarkable manner,—considering the times. This reduced number of manufacturers shews there is something "rotten in the State of Denmark." It can never be right to charge 3d for a new pack, and 3d for the same pack on its sale a second time. Yet this is what Mr. Lowe does. As a matter of course, this second duty is constantly evaded; members of clubs take the club Cards, and distribute them amongst their friends, and thus the Revenue is defrauded. We do not think a tax is good that is constantly evaded; nor are we aware of any other instance of an article being thus taxed twice. Mr. Lowe can talk well enough on the policy of free trade, and the abolition of the paper duties, but he will not see that in the matter of Cards he is untrue to both principles. The men who make and sell these penny Cards will no doubt sooner or later be prosecuted; they are acting under the impression that because the license on selling Cards is abolished, that therefore the duty is taken off; and they will not believe the present Government, because, for the sake of a few pence, it persists in telling the public (what they know to be untrue) that there is still a penalty for selling Cards without a license. This cheese-paring policy (the lie is only told to save the country about £3) will produce its effect; they lie and lie until no one believes them; it is the old story of Wolf, Wolf; but if one of these poor Card sellers gets taken up it will be no answer to the prosecution to say—We did not believe that there was any duty. You authorized us to sell, and we sold. We suppose no man in the House of Commons knew that when the Government proposed to reduce the postage on newspapers there was any reason to suspect that the measure was framed to deprive any paper or periodical of the rights then existing and recognized by the Post Office; nor, when they professed to reduce the postage, that they were

depriving any one of their previous advantages in the sample post; nor, when they proposed to consolidate the Stamp Acts that they were imposing new taxes. Yet the present Government did, in each of these cases, cheat and defraud the House. We have heard of one eminent man at the Bar, whose word could not be taken by the Bench, but we never heard that there was one man that ever sat on the Ministerial Benches of the House of Commons that dared to deceive the House. We fancied that in our little way we were liberal to the back-bone, but liberality now-a-days consists only in professing to be liberal, and in doing on the sly acts of petty injustice, and in committing petty frauds that makes one turn away from the whole party with disgust and loathing. The Post Office is governed by screws, to which we do not object; but by dishonest screws, to which we do object. At this moment they profess to make a given profit, but no man in the House of Commons ever ventures to say that the Post Office profit is a sham, because it does not do its own work. To keep up this apparent profit they make the Inland Revenue find their stamps, their Cards, and warehouse room. Fancy a corn merchant making out his profit and loss account, and leaving out the warehouse charges and office expenses.

There has always been a certain amount of mystery respecting the Card Trade. The tax paid on cards we have already given; but the return of the export trade, on which the duty is not paid, has never appeared in print; nor, so far as we know, has the value ever been referred to in any official report. We proceed to supply this deficiency. The following is an account of the weight and value of Playing Cards exported from the United Kingdom to Foreign countries in the five years ending December 1869:—

Year	Cwt.	Value	No. of Packs at avge. of 3 packs per lb.	Average Price per Pack.
1865	348	£4,346	116,928	9½d
1866	536	£5,315	180,096	7d
1867	582	£6,586	195,552	8¼d
1868	537	£6,409	180,432	8⅝d
1869	517	£6,517	173,712	9¼d
			846,720	8½d

The two last columns are not official; they are our calculations, on the assumption that the average weight of cards is 5⅓ oz. It will be observed that the trade was better in 1867 than in 1868 and 1869; whereas the home trade steadily increased. The smallness of the export trade is to us a matter of no little surprise. We should be glad to be supplied with further information on the subject;—as to whether there are any card makers in Canada? or whether the makers of the United States supply the whole American Continent? and whether they also supply our Colonies? or, again, whether Russia, France, or Sweden—all makers of good cards—supply India? From our previous knowledge of the subject being, of course, mere surmise, we should have thought India alone required 150,000 packs per year. That French cards are used in India we know, but to what extent we know not.

We have said already that the returns above given have never hitherto been published, and it may be taken as an incontrovertible axiom that whenever there is a mystery in our Government, there is a job or swindle of some sort at the bottom of it. We are entitled, or we are not, to receive the account we have just given; and the officials, according to their views of the matter, could give or refrain from giving these accounts; but then there would be no circumlocution in that. We could understand either view, but this would not suit the official mind; so the course they adopt is this:—they decline to give any information, but they establish an office called, "the Bill of Entry Office." They say, "We can't give you the information, but if you go to the Bill of Entry Office, they will come and get it from us—for nothing; and, on payment of 5s, or thererebouts, they will give our information to you." The information, if accurate, is cheap enough at 5s in all conscience. We make no complaint about that, but we say, the Government, if it gives information at all, should give to all alike. It should not give to one person, and permit that person to make a profit out of the public. We do not see the necessity for a charge; but, charge or no charge, the public should have the benefit of it. But it may be said the money is well applied. It goes to an insurance fund for the benefit of such of the officers in the Customs who insure their lives in the Customs Insurance Office. So far so good. The Customs officials are the worst paid in the service; and if these fees went to improve all their salaries, or for the benefit of all, we might not be prepared to argue there was anything very bad about it. The system of eking out small salaries by indirect means we should say was bad, but if it remedied an injustice, we might overlook the form in which it was done. The country can afford to pay liberal salaries for good work. The society of which we speak, so far from being for the benefit of all the officials, is only for the benefit of that portion of the members who insure; so that we have an insurance company, with a Government bounty in its favour, to which the whole of the clerks, whether they like it or no—and whether they insure or not—have to pay 1d in the £ on their salaries. These are little scandals that cannot be too soon brought to light.

If we stopped here, our account of the Card trade would be incomplete, and we fancied that with another effort we could get more information from the Invaluable Bill of Entry Office, and accordingly—in consideration this time of 15s instead of 5s—they have given us the following, which again has never hitherto been made public.

An Account of the number and value of Playing Cards imported into the United Kingdom, and afterwards exported to foreign countries in the five years ended December 1869.

Year.	IMPORTED.		EXPORTED.	
	Dozen Packs.	Value.	Dozen Packs.	Value.
1865	35,815	£7,163	36,807	£7,361
1866	29,966	5,993	29,719	5,945
1867	29,120	5,822	26,892	5,378
1868	41,031	8,206	35,116	7,021
1869	50,773	10,154	47,775	9,555

The first item is somewhat strange, because we do not very well see how a larger number of packs could be exported than were imported, but we presume that there were some packs previously in bond. The years 1866-67 seem to have been bad years, although our own export trade appears to have been steady. But the year 1869 completely throws our trade into the shade, and we think this should make our traders open their eyes. The number of packs imported appears to be 50,773 dozen, or 609,676 packs; and exported 47,775 dozen, or 573,300 packs; whereas the number of packs exported of English manufacture, taking three packs to the pound, is only 173,712, and what is more important still is, that in 1868-69 the increase in the foreign trade is from twenty-nine to forty-one, and forty-one to fifty thousand dozen packs. If this does not satisfy the English Card makers that their Cards must be improved, we do not know what will. Perhaps when they see these figures, they will not be so satisfied with their productions, nor be so angry with us for pointing out—in all sincerity—the defects we notice. We imagine that the difference between the number imported and exported are used in this country, and that duty is paid thereon at the same rate as our own Cards, and this difference is therefore included in the numbers given as manufactured in this country, and these inland figures ought therefore to be reduced. This difference for 1869 is 36,376 packs, and if we deduct this number from 825,948, the English Cards that paid duty in 1869 will be 799,572 packs. The value of the Cards exported seems about one-third more than our own, from which we adduce the fact that for the cheap Cards there is the greatest demand, and it is this demand our makers fail to supply. In this country the foreigners do not appear to compete with our own manufacturers to advantage. It must be borne in mind that the Card manufacturers of other countries may send a large number of packs direct to our colonies; and therefore the figures we have given may be but a drop in the ocean. On the other hand, as the freight is cheaper from here than elsewhere, it may be this is the bulk of the Card export trade of the world. This country ought to encourage everything in the shape of trade. We ought to be the chief carriers and negociators in the world. Everything should be done to encourage manufacturers to send their goods here. Our grasping Government is, however, always on the look-out for some little advantage—*e. g.*, charging a stamp duty on the transfer of foreign scrip, thereby driving the dealers in that stock to Holland. Charging again income tax on the dividends in Foreign Stock, which has been well taxed already; charging again legacy duty and every other duty on property that has already paid the same tax elsewhere. This is the policy of a cheese-paring but foolish Government, and in due time we shall have the pleasure of seeing business better, and more economically conducted elsewhere.

"Mad world! Mad King! Mad."

DOUBLE DUMMY.

HAND No. XVIII.—By G. B. Fraser.

A's Hand.—H A, 10; D A, 8; S A, Kg, Qn, Kv; C Kg, 9, 8, 6, 2.
X's Hand.—H 7, 5, 4, 3; D Kg, Qn, Kv, 10, 9; C A, Kv, 10; S 9.
B's Hand.—H Kg, 9, 8, 5, 2; D 7; C 7; S 10, 8, 7, 4, 3, 2.
Z's Hand.—H Qn, Kv; C 6, 5, 4, 3; S 6, 5; D 7, 6, 5, 4, 2.

Hearts Trumps. A to lead; and A and B to make 13 tricks.

THE SIMPLEST FORM OF SIMPLE ENDINGS.

No. VII.

A's Hand.—S A, 8, 5.
X's Hand.—S 9, 6; D Kv.
B's Hand.—C Q, 10; S 7.
Z's Hand.—C 9, 2; H 4.

A to lead. X and Z require two tricks to save the game. H trumps. This position is of constant occurrence, and for want of a moment's reflection is constantly missed.

DRAMATIC NOTES.

It is perhaps fortunate for Mr. Robertson's fame that he died when it had reached its highest point. Already some symptoms of waning popularity had made themselves apparent, and envy and malice, which are very prominent in literary circles, and which have more opportunities of finding vent there than anywhere else, were beginning to do their work. But the death of the man, who, whatever were his merits and genius, may be said to have founded a new school of drama, has silenced his detractors, and now we hear nothing but eulogy. We ourselves, having consistently supported the late author for the two years that these Notes have had existence, have the less hesitation in saying that of late Mr. Robertson had not fulfilled the expectations entertained of him. But, looking at him as the author of *Society*, *Ours*, *Caste* and *School*, and more particularly of *Caste*,—which we consider to be the best play produced in this generation,—he must be considered as taking very high rank as a dramatic author; and looking at him as the founder of an entirely new school, as stepping into the breach when the stage was reduced to a very low depth of inanity and vulgarity, he must be ranked still higher, and be entitled to the foremost place in the dramatic literature of the present day. This fact should have been considered by the writer in the *Athenæum*, who assailed Mr. Robertson a month or two ago; a writer who simply criticises what is absolutely before his eyes, instead of looking at surrounding circumstances. And now arises the question, who is to carry on the work begun by the late author, and improve upon it? for we do not deny that the Robertsonian drama is capable of improvement. Mr. Robertson had many imitators and disciples, but no equals. In casting about for men who have talent and readiness sufficient to carry on this work of reform, the first names that present themselves are those of Mr. Gilbert and Mr. Albery. The latter gentleman is the more Robertsonian of the two, and can only be judged by a single work,—the *Two Roses*, which, though possessing merit enough, can hardly rank with *Caste* or *School*. But of Mr. Gilbert we expect much, more especially as, though he at times shows traces of the influence of Mr. Robertson, he is no slavish imitator, and indeed possesses a boldness and originality of treatment, which may, with care and diligence, carry him to a pinnacle of fame which the late dramatist never could have reached. No two plays can be more in contrast than *An Old Score* and *The Palace of Truth*, but both clearly prove themselves to be the work of a man of deep thought and honest purpose. The delicate satire of the latter play is well suited to the fairy covering in which the story is presented; and the rough and biting satire of the former is wedded to a no less rough not to say unpleasant plot. But both are satires, and it is as such that the best comedies have always been successful. Mr. Gilbert has much to learn, but he is intelligent and industrious; he wants that neatness of construction which Mr. Boucicault possesses, and he is afflicted with that complacent feeling of sad superiority so common amongst the shining lights, which induces him now and then to take such liberties with his audience as he did in *Randall's Thumb*. Mr. Theyre Smith is a man that ought to be able to write a good comedy, if one may judge from *Uncle's Will* and *A Happy Pair;* but as yet, so far as we know, he has not made the attempt. On the whole then, we do not see any one capable of stepping into Mr. Robertson's shoes at present. We do not deny the merits of Mr. Boucicault, nor those of Mr. Tom Taylor. We should be disposed to give very high praise indeed to Mr. Taylor but for the uncomfortable fact that no one seems to know how far he is indebted to himself, and how far to his neighbours, for his excellence. But even if we add the names of Mr. Halliday, Mr. Sketchley and Mr. Reece to the list, it will be seen that the number of stage writers at the present day is very small. In fact, authors and critics stand in the wrong proportion to each other; authors are few, whilst critics swarm; and it may safely be argued that every other man one sees on a first night is a critic of some sort. One result of this poverty of authorship is seen in the number of adaptations of novels about. No less than five are now running at the same number of leading theatres, three of which are the handiwork of Mr. Halliday.

And, after all, we are almost tempted to inquire, whether the influence exercised by such a man as Mr. Robertson is not of a mere transcient nature, and whether so little leaven can leaven the whole mass? It was thought when Mr. Robertson's plays became the fashion, that henceforward increased attention would be paid to simplicity of story, wittiness of dialogue, and naturalness of incident; and that it would be in the interest of managers to present plays containing these characteristics. It was thought that these sparkling productions would prove the death-blow to that violent melodrama which was much in vogue some years ago. For burlesque, though introduced for the purpose of exposing the follies of melodrama, had failed in the attempt, and the task was now transferred to these comedies of modern life. Vain delusion! Within a week after the death of Mr. Robertson, two pieces were produced at two popular theatres, and received with applause, which throw us back to the darkest age of the theatrical history of this generation. We allude to the melodrama of *Deadman's Point*, presented at the Adelphi; and to the melodramatic farce, or farcical melodrama, of *Up in the World*, produced at the Strand Theatre.

The very appropriate author of *Deadman's Point* is Mr. Burnand. We have more than once insisted that the difference between burlesque as now written and melodrama is very small, the only distinction being that burlesque is a trifle the duller of the two. Mr. Burnand, therefore, who has written many burlesques, each succeeding one a little more stupid than the last, has no occasion to vary the style of his writing, but merely

to change the nomenclature of the piece. It is within the bounds of probability that he "tossed up" to ascertain whether he should call *Deadman's Point* a burlesque or a melodrama, and that the toss decided on the latter. Whatever it may be called, it is utterly unintelligible, but possesses the solitary merit of brevity. In fact the entertainment at the Adelphi might rather be called a musical performance, by the orchestra, in five acts, with short intervals of stage representation. For the play is in five acts, there is a "wait" of quarter-of-an-hour between each act, and the whole is over in two hours. This will give barely fifteen minutes for each act, a space of time hardly large enough for the development of any plot the author may have in his mind—of what that plot may consist, we have the haziest idea. Act the first appears to be a billiard-table. This may be set down partly as a concession to modern realism, and partly to the fact that the billiard-table which was used in the play of *Eve* at the Adelphi some time ago, must not be allowed to grow mouldy for want of use. Act the second is a sea-shore; act the third a cave; act the fourth a battle-field; and act the fifth a light-house. That is the play. There is an accompaniment of human beings, who growl, scowl, scream, start, and occasionally say a word or two; but whenever we think we are going to hear what it is all about, our hopes are cut off by a scenic effect. Mrs. Mellon is popular in boy characters, so she is put into boy's clothes; Mr. Rayner has a deep voice, so he dons the breeches and boots of the villain; Miss Furtado has a windmill-like and perfectly imbecile manner of throwing her arms about, so she is made a heroine. We are sorry for Miss Furtado. Pretty and engaging in appearance, she once promised to become a pleasant actress of light parts. But now that she prefers to shine as an Adelphi heroine, she has utterly destroyed everything pleasant about her.

Mr. Sketchley's play of *Up in the World*, which he is pleased to call a comedy, is on the same literary level as *Deadman's Point*, and appeals equally to the most degraded and ignorant class of play-goers. The author has collected a bundle of characters of the most ancient and dishonored stage type, and has put into their mouths dialogue of the catch-penny and clap-trap order. He gives us no new ideas; no fresh situations; but seeks to gain applause by the display, on the part of one or two characters, of an unlimited supply of Whitechapel wit. This, of course, delights a certain portion of the audience, who hail with pleasure the spectacle of the personages whom Mr Sketchley intends to be representatives of high life receiving rebukes and jibes at the hands of an old man of the lower orders, who delivers his comic denunciations after the fashion in vogue at Billingsgate or the Borough Market. This may be all very well in its way, but we submit that an author who writes for a leading theatre should, ostensibly at least, seek to minister to the best and not the worst instincts of his audience. Besides, Mr. Sketchley encroaches on the province of the music halls; and if his play is to be received as a sample of good comedy, we cannot see why theatres should rank higher than those establishments where the comic singer or comic stump orato', who avowedly address themselves to persons of the costermonger order, will do a great deal better what Mr. Sketchley has endeavoured to do in *Up in the World*. To sum up,—both *Up in the World* and *Deadman's Point* are worthless melodramas of the most pronounced transpontine order, with this difference: that in the former the serious, and in the latter the comic characters are omitted. We are quite aware that in writing thus we are differing from the opinions of the majority of the critics. What opinions these are may be gathered from the theatrical advertisement columns of the daily press, where the verdicts of the various critics may be seen. With regard to Mr. Burnand's play, the *Observer* says, that it is the best he has written; and concludes "that it will run for a couple of years at least." The *Daily Telegraph* is of opinion that "it fully answers the object for which it was evidently written." This is vague. The *Morning Advertiser* thinks "it will prove a real and lasting success," and the *Echo* declares it to be "the strongest sensation drama ever produced." Mr. Sketchley's play is variously called a "genuine," "enthusiastic," "undeniable," and "complete" success. The adjectives differ, but there is no doubt as to the substantive. We have reproduced these criticisms in order that the reader may hear the other side. We cannot pretend to explain the utter inconsistency between the verdict of these gentlemen and our own. We leave the decision of the question, with perfect confidence, to the judgment of the intelligent reader who may choose to go and find out for himself which way the truth lies. He will at least discover one good reform if he visits the Adelphi—in a decided improvement in the matter of scenery, together with the abolition of the old red borders and wings. It is true that contemporary with this abolition, there has been a revival of the fee system in front of the curtain; but it was hardly to be expected that we should obtain a reform at the Adelphi for nothing.

A STORM IN A TEAPOT.

We are not about to discuss whether Cavendish wrote his principal work on Whist with or without the assistance of "the little school." It is sufficient for us to record, that correspondence on the subject appeared in the *Post* of the following dates:—23rd, 27th, and 30th January, and 2nd February, and in the *Field* of the 4th of February, and that the *Daily Telegraph* of the 31st of January, and the *Daily News* of the 1st February

contain leaders thereon. The *Quarterly* article has done this. It has proved that Mr. Murray does not (as Moses and Son do a poet) keep a writer acquainted with Whist; that the *Daily News* and *Daily Telegraph* do not revoke, but follow suit; and that amongst our leading writers there is a poverty of ideas and an absence of independence that bids fair to bring our daily journals into disrepute. The *Figaro*, under the head of "Noisy Whist," 10th February, contains some good-natured chaff on Cavendish and ourselves; and the *Field* of 18th February contains a valuable letter from Mogul. It would perhaps appear an injustice to Cavendish if we did not record, apart from his art in puffing (in which we think him unrivalled), our oft-repeated opinion that at the time his book appeared it was the best work of the day, and that even the perspicuity and simplicity of Mr. Clay has not diminished by one iota the value of Cavendish's work. Nor has the author ever failed to improve each successive edition.

NOTICES TO CORRESPONDENTS.

CHESS.

W. C. K. (Newmarket).—The game is interesting, and shall appear in our next number. Always glad to hear from you.

C. H. BROWNSON.—Your Chess journal has not yet reached us.

V. N. P.—The problems shall certainly appear in this journal, and your contributions shall be welcome at all times. They must, however, take their "turn"—as you know.

F. C. C. (Fitzroy Square).—The idea is amusing, and in its amended form the problem shall appear in due course.

G. B. F. (Dundee).—We are grateful for your efforts in our behalf. We will take an early opportunity of sending you some variations arising out of your new move in the Scotch Gambit.

R. Ormond.—Many thanks for the problems.

H. F. Down.—We are obliged for your kind attention in furnishing us with information of the progress of your Club Tourney.

B. B. C.—The game of Chess for four is played on a board of 160 squares, and with two sets of pieces. We have not space for the rules, but we think you can obtain a copy through a bookseller.

F. Wilmot.—The Cochrane Gambit is not considered sound, and supposing it to be so it is open to the objection that it cannot be played unless the second player attacks the Kt with Pawn. Therefore *cui bono.*

H. J. L.—Please explain what you mean by a "check penetrant." "Interferes" is not, in our opinion, a good substitute for "interposes." The meaning is not the same, as you may experience practically on some occasion.

W. C. C. (Ditton).—Second letter received. No. 1 is vastly improved; indeed, if correct it is now an elegant little enigma. No 2 seems also good; both shall be examined and inserted if found to be correct.

J. A. R. (Dublin).—Thanks for the games and analysis. Both shall have due attention. (Second letter received).

GOLDEN WORLD directs our attention to a comment made by *Land and Water* upon our note to Mr. Medley's letter in our last number. He says:—"I observe, in *Land and Water* of the 11th instant, the editor takes exception to your statement that a large section of Chess players have never *adopted* the laws of the British Chess Association; by saying that, as far as he, the editor knows on the contrary, there is but one club in the kingdom—the Newcastle and Durham Club *(sic)*—which objected to them. I wish, with your leave, to point out that there is a wide difference between the absence of 'objection' and actual 'adoption,' and to suppose that because a community does not notify its objection to any given theory it therefore adopts it would be an unfair and improper conclusion."—We quite agree with our correspondent, and thank him for the trouble he has taken.

WHIST.

F.—R claims game; M disputes the score, and says, he is only 4; thereupon R marks 4. After the trump card is turned up in the following deal an outsider says, "R was game; he was 2 by cards and 4 by honors." Thereupon R claims to mark game. Is he entitled to it?—*Ans.* R made an irregular claim; he should have stated he was 4 by honors. It is clear, by his acquiescence in the objection, that he never thought of 4 by honors, or one trick would have been sufficient. Honors should be properly called. We think R is not entitled to the game. See Case 3, "Cavendish," 8th Edition, p. 24, where this view is upheld.

A. T.—Revoke.—You do not understand the laws. The first thing that counts is the revoke score, so that if you have two, and your adversaries revoke, although they get four by honours and every trick, you can score a treble, because neither their tricks nor their honours score. The next thing to score in order is the trick, and the honours last. If, at the score of love all, your opponents get five by cards, and revoke, and you have two by honours, you add three to your score, and call game, but, the tricks counting before the honours, your game would only be a single. The side revoking, although they have five by cards, remain at four, because the person who revokes can never get out in the hand in which the error is committed.

S. D. C.—If, at the end of a hand, you have two losing cards in different suits, one of which you know your partner cannot win, and in the other there is a possibility of his winning, you must be a bad player to lead the first in preference to the second. It does not matter what the result would have been; if your partner could win neither, that is no justification for you. The play is still bad, because you have not taken the chance in your favour. Whist is made up of such chances, and he who will not take advantage thereof ought to lose his money.

PIQUET.

O.—I, elder hand, leave two cards, and I look at them. May the younger hand first look at these two cards, and then elect whether he will have those two or not?—*Ans.* No; he has no choice in the matter; he must take those two cards first, so that if he only take in two cards, he has those two only which the elder has seen.

B B.—My opponent counts three Kings, which is good. I ask him, which King he has discarded? is he bound to reply?—*Ans.* We think the question is improperly put. You have a right to see the three Kings that he scores, and the proper way we think is, to ask to see them, as you ask to see the point or sequence. We are quite aware the question is a common one. Nine times out of ten you obtain the information you want, but on the tenth time it may be that for the purpose of obtaining a Capot the player has refrained from counting the fourteen, and scored three only, which he has a right to do. We think the question should be put always in the form we have suggested.

C.—The common method is for the dealer to divide the stock into two packets, consisting respectively of five and three cards; but this is quite conventional, and is not required by the laws of the game. If a player puts the whole eight in a heap you take the top five, counting them as you proceed. If you take six, the penalty falls on your shoulders, not the dealer's.

Other answers deferred for want of space.

The Westminster Papers.

1st APRIL 1871.

GLIMPSES OF THE OPENINGS.

By R. B. WORMALD.

THE QUEEN'S BISHOP'S PAWN OPENING IN THE KING'S KNIGHT'S GAME.

[*Concluded.*]

GAME IV.

White.	Black.
1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 P to Q B third	3 Kt to K B third
4 P to Q fourth	4 Kt takes K P
5 P to Q fifth**	

This is unquestionably White's strongest move. He may, however, play also 5 P takes K P, which shall be touched upon anon.

If in reply to 5 P to Q 5, Black now retire the attacked Knight to his own square or to King's second, he gets a close confined position, from which he will have considerable difficulty to extricate himself. Of the two retreats, we prefer 5 Kt to Q Kt sq, to which White rejoins with 6 B to Q 3, and not 6 Kt takes K P, on account of 6 Q to K 2. The following fragment of a game between Messrs. Brien and Jansens affords an excellent illustration of the consequences of 5 Kt to K 2:—

5 P to Q 5 / Kt to K 2 6 Kt takes K P / Kt to K Kt 3 7 Kt takes Kt / R P takes Kt 8 B to K 3 / Kt to K B 3

9 B to K Kt 5 / B to K 2 10 B takes Kt / B takes B 11 Q to K 2 ch

With a fine game.

5 B to Q B fourth

The invention of this ingenious counter move is due to Mr. G. B. Fraser, of Dundee, who, as far back as 1853, suggested to the present writer the practicability of replying to 5 P to Q 5 with 5 B to Q B 4, leaving the Knight *en prise*. Mr. Fraser subsequently published an elaborate analysis of the variation in the *Era* (25th March 1855), in which the resources of the new defence were very ably illustrated. The move of 5 B to Q B 4 unquestionably yields the second player a very strong and embarrassing counter attack, which, unless properly opposed, will speedily prove irresistible; but it is a moot point whether the sacrifice on which it is based is critically sound. So far as our examination goes we are inclined to think that, with proper care, White will ultimately escape from the embarrassment, and remain with a numerical superiority more than sufficient to compensate him for any disadvantage on the score of position. We regret that the limits of our space will prevent us giving the variations so fully as we could wish.

6 P takes Kt

This is unquestionably White's strongest move. He may, however, play also 6 B to K 3, 6 Q to Q R 4, and 6 Q to K 2, which we will briefly examine in turn before proceeding with the main variation.

Firstly: 6 B to K 3 / B takes B 7 P takes B / Kt to Kt sq 8 B to Q 3 / Kt to Q B 4 best

9 Kt takes K P / Q to K 2 10 Kt to Q B 4 / P to Q Kt 4 11 Kt to Q R 3 / Q takes P ch 12 B to K 2 / Q Kt to K 5

With a winning position.

Secondly: 6 Q to Q R 4 / Kt tks K B P 7 R to K Kt sq / P to K 5 8 Kt to Q 4 / Q to K R 5

9 P to K Kt 3 best / Q takes R P 10 R to Kt 2 / Kt to Q 6 ch (if 10 P takes Kt / Q takes R)

11 K to Q sq / Q to R 4 ch (if 11 B takes Kt / Q takes R) and should win.

Thirdly: 6 Q to K 2 / Kt takes K B P (Black may also obtain a good game by 6 — / B takes P ch 7 K to Q sq / P to K B 4 &c.)

7 P takes Kt / Kt takes R 8 B to K 3 / B to Q 3 9 P takes Q P ch / Q B takes P

10 P to K Kt 3 / P to K 5 11 Kt to Kt sq / Kt takes Kt P 12 P takes Kt / B takes P ch

13 B to K B 2 / B takes B ch 14 Q takes B / Q to K Kt 4 15 Kt to Q R 3 / Castles Q R

With a manifest superiority.

To revert to the original theme. In reply to

6 P takes Kt, Black has the choice of two lines of play, viz. :—6 B takes B P ch and 6 Kt takes K B P.

In the first place :—

	6 B takes K B P ch
7 K to K second	7 P to Q fourth

Black's seventh move is now generally preferred to the obvious *coup* of 7 Kt P takes P. It certainly yields a stronger and more immediate attack, but this advantage is purchased at the price of a valuable Pawn. On the other hand, the move of 7 Kt P takes P leaves the second player with three excellent Pawns in return for the piece he has sacrificed. The following continuation is given in the *German Handbuch :—*

7 Kt P takes P — 8 Q to Q R 4 / P to K B 4 — 9 Q Kt to Q 2 / Castles

10 Kt takes Kt / P takes Kt — 11 Q takes P / B to Q Kt 3 — 12 B to K Kt 5 / Q to K sq

13 R to K sq / P to Q 4 and the game is dismissed as equal.

8 P takes P	8 Q B takes P
9 Q to Q R fourth ch	9 P to Q B third
10 Q Kt to Q second	10 P to K B fourth

Black might play also, but with less advantage 10 Q to Q Kt 3.

11 Kt takes Kt	11 K B P takes Kt
12 K takes B	

12 Kt takes K P is somewhat inferior, *e.g.* :—

12 Kt takes K P / Q to Q Kt 3 — 13 Kt to K Kt 4 / Castles — 14 Q to Q Kt 3 / B to Q B sq best

15 P to K R 3 / B takes Kt ch — 16 P takes B / Q to Q B 4 — 17 K to Q sq best

And Black has two Pawns against a piece and some little attack, but there can be no question that the game is in White's favour. In a *partie* between Mr. Wayte and an Amateur, the latter, instead of 17 K to Q sq, played 17 R to K R 3, whereupon the second player won the game off hand by—

17 Q R to Kt sq — 18 Q to Q R 4 / B to K Kt 8 &c.

	12 Castles

At this point both the *Handbuch* and *Praxis* dismiss the Opening as being slightly in Black's favour. This is, we think, questionable; and, in support of our opinion, we submit the following continuation :—

13 B to K third	13 P takes Kt
14 P to K Kt third	

And Black's attack is nearly exhausted. It is not easy, indeed, to decide what his best move is at this juncture. If he play 14 Q to Q B square or 14 Q to Q 2, White rejoins with 15 B to Q B 5; if 14 Q to Q 3, the answer is 15 P to Q Kt 4; and finally, if he move 14 P to Q R 4 White replies with 15 Q R to Q sq. [Compare two games played at this Opening between Messrs. Ranken and Wayte, *Chess World* Vol. II. p 140, and *Chess Players' Magazine* Vol. II. p 111.]

In the second place :

	6 Kt takes K B P

In the face of the unanimous condemnation of this move by all the leading authorities, we are inclined to think that Black may capture the Pawn with Knight not only without danger, but even with advantage.

7 Q to Q fifth	7 B to Q Kt third best

This is preferable to 7 P to Q 3 or 7 Q to K 2, which may be briefly disposed of.

Firstly : 7 P to Q 3 — 8 P takes P / Q B takes P — 9 Q takes B / Kt takes R

10 Q to Q B 6 ch with the better game.

Secondly : 7 Q to K 2 — 8 P takes Kt P / B takes P — 9 Q takes B / Castles

10 R to K Kt sq / Q to Q 3 — 11 Q to Q Kt 3 / P to K 5 — 12 Kt to Q 4 / B takes Kt

13 P takes B / Kt to Q 6 ch — 14 B takes Kt / Q takes Q P — 15 K to B sq / P takes B

16 Kt to Q 2 / K R to K sq — 17 Kt to K B 3 / Q to K 5 — 18 Q to Q sq / Q R to Kt sq

19 K to B 2, and White should win. The above variation is taken from the *Handbuch.*

8 P takes Q Kt P	8 Q B takes P
9 Q takes B	9 Kt takes R
10 B to K Kt fifth	10 P to K B third
11 B to K R fourth	

At this point the *Praxis* breaks off with the remark, "White should win." This, however, is not so apparent if Black now play 11 P to K Kt 4,—a move, I believe, suggested by Mr. Holloway, of the Bristol Chess Club. The following is a probable continuation :

	11 P to K Kt fourth
12 Kt takes K Kt P	

White has, seemingly, no more promising move. If he play instead 12 B to K Kt 3, Black simply takes off the Bishop with Knight, and remains with an unmistakably superior game.

	12 P takes Kt
13 B takes P	13 R to Q Kt sq
14 B takes Q	

If he play 14 B to K 2, Black wins at once by

14 Q takes B — 15 Q takes R ch / K to K 2 — 16 Q takes R / Q to Q B 8 ch &c.

	14 R takes Q
15 B to K R 4	15 R to K B sq

And the position is altogether in favor of the second player.

The whole of the foregoing variations hinge upon White's advancing the Pawn to Queen's fifth at his

5th move. We will now briefly examine the consequences of 5 P takes P.

White.	Black.
1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 P to Q B third	3 Kt to K B third
4 P to Q fourth	4 Kt takes K P
5 P takes K P	5 B to Q B fourth best

If 5 P to Q 4 White rejoins with 6 B to Q Kt 5, and the game resolves itself into a form of the Giuoco Piano. In reply to 5 B to Q B 4 the first player has two methods of procedure, viz., 6 B to Q B 4 and 6 Q to Q 5.

In the first place:

6 B to Q B fourth	6 Kt takes K B P
7 Q to Q fifth	

If 7 B takes B P ch / K takes B 8 Q to Q 5 ch / K to K sq 9 R to K B sq / Q Kt to K 2 10 Q to Q B 4 / P to Q 4 11 P takes P *en pass.* / Q takes P 12 R takes Kt / B takes R ch 13 K takes B / B to K 3 and Black should win.

	7 Q to K second
8 R to K B sq	

He has nothing better. Clearly neither 8 Kt to Kt 5 nor 8 B to K Kt 5 is of any avail.

	8 Kt to Kt fifth,

With a great superiority.

In the second place:

6 Q to Q fifth	6 B takes K B P ch
7 K to K second best	7 P to K B fourth
8 Q Kt to Q second	8 Q Kt to K second

If 8 ——— / Kt takes Kt 9 B takes Kt / B to Q Kt 3 10 B to K Kt 5 / Kt to K 2 Black has the advantage.

9 Q to Q third best	9 P to Q fourth
10 P takes P *en passant*	10 Q takes P
11 Q takes Q	11 P takes Q
12 Kt takes Kt	12 P takes Kt
13 Kt to Kt fifth	13 Castles
14 Kt takes K P	14 B to K Kt fifth ch

And again Black has a manifest advantage.

The above variations are extracted from an article by Mr. G. B. Fraser, published in the *Illustrated London News* for 2nd February 1856.

THE KNIGHT'S TOUR.

THE progress of the Knight over the sixty-four squares of the Chess board is a problem which, since it was first propounded, has received the attention of many persons to whom the game of Chess presented no attractions in itself. The earliest solutions of the problem were not effected in accordance with any general law or principle, and appear to have been obtained by accident,* possibly after many trials; but in April 1840 Dr. Roget published an article in the *Philosophical Magazine*, in which a method was given whereby the problem can be solved, beginning at any square and terminating at any other square of an opposite colour. It is not our object at present to recapitulate Dr. Roget's system, and indeed it is unnecessary for us to do so, as the mode of procedure was fully and clearly given in an article which appeared in our Number for June 1869. At present we merely propose to direct the attention of those of our readers who are interested in such a matter to the curious geometrical and arithmetical combinations which arise from the march of the Knight over the Chess board. We may premise that the progress of the Knight can be recorded in two ways, either by figures as in the diagram (see margin), or by lines traced in ink or pencil from one number to the next in progression, as from 1 to 2, 3 to 4, &c. If the pencil lines be drawn in this manner upon diagram No. 1 it will be found that they will produce an exceedingly beautiful geometrical figure.

No. 1.

22	11	36	53	20	13	38	51
35	54	21	12	37	52	17	14
10	23	56	33	16	19	50	39
55	34	9	24	49	40	15	18
26	7	48	57	32	1	42	63
47	58	25	8	41	62	31	2
6	27	60	45	4	29	64	43
59	46	5	28	61	44	3	30

On the board of sixty-four squares, however, the Knight's tour, in accordance with Dr. Roget's plan, will not give a perfectly symmetrical tracing, but on the board of one hundred and sixty squares (used in Chess

* A solution of the kind here referred to may be seen in the British Museum, Bibl. Reg. 13, A. xviii., Plut. xx. c.

for four) it will be seen, on reference to our Frontispiece, that a figure of the greatest beauty and regularity may be obtained. The tour given in diagram No. 1 also exemplifies a very singular numerical property. It will be found that the sum of the addition of each column of squares is alike, viz. two hundred and sixty.

Diagram No. 2 presents a still more perfect example of this class of problem, inasmuch as all the additions horizontal, as well as vertical, produce the same result, viz. two hundred and sixty; and that the difference between the numbers upon any two squares equi-distant from the centre in diagonally opposite quarters of the board is 32. This curious arithmetical result may be arrived at by starting from any one of forty-eight squares. Our readers may find out the other forty-seven squares for themselves by remembering that each square on the Chess board has in relation to the side or centre of the board three relative squares.

No. 2.

10	35	48	23	38	29	50	27	260
47	22	11	36	49	26	39	30	260
34	9	24	45	32	37	28	51	260
21	46	33	12	25	52	31	40	260
8	63	20	57	44	1	14	53	260
19	60	5	64	13	56	41	2	260
62	7	58	17	4	43	54	15	260
59	18	61	6	55	16	3	42	260
260	260	260	260	260	260	260	260	

The tour recorded in the diagram No. 2 commences at a point in what is termed the "square" system, and a little study will satisfy the reader that in that system the Knight's journey may be commenced at either of the squares numbered 1, 16, 17 and 64, or at any one of the relative squares of these so numbered. This will give us 24 squares, from which the tour may be begun, all producing the same arithmetical result. If we begin in the "diamond" system we obtain another 24 squares, and our diagram may easily be converted into the latter system by adding 8 to all the numbers from 1 to 24 inclusive, and to the numbers appearing on the relative squares in the diagonally opposite quarter of the board; and deducting 24 from the numbers 25 to 32 inclusive, and the relative numbers similarly situated. From the "diamond" we may go back again to the "square" system by deducting 8 from the numbers 9 to 32, and adding 24 to those numbered 1 to 8, and the respective relative numbers as before. We have given, we think, sufficient proof of the recreation to be derived from the problem of the Knight's tour, and hope we have afforded the student a clue to the diversified solutions of which it is susceptible.

THE CHESS WORLD.

"The whisperings of our petty burgh."

During the past month, M. Rosenthal has been making a "royal progress" in the North, and in those exhibitions which are known to moderns as "simultaneous games," he has been generally successful. On the 7th he visited the Newcastle-on-Tyne Club, and played simultaneously with Mr. Mitcheson, the honorary secretary of the Club, and seven other players. Of these games, he won all but that with Mr. Mitcheson, which was adjourned to a meeting held in the evening, when M. Rosenthal proposed to draw, and his offer was accepted. At the Tynemouth and South Shields Club, he was again successful in the "show" games, but at the latter Club he was defeated in a single-handed encounter with Mr. Charleton, one of the leading Tyneside players. It appears that Mr. Charleton having, in the course of conversation, asserted that the Evans Gambit attack is a lost game for the second player, M. Rosenthal offered, in Café Regence *persiflage*, to play the defence against the Tyneside champion and the whole of his Chess *bibliothèque*. The challenge was chivalrously accepted, and Mr. Charleton, without invoking the aid of his *bibliothèque*, and all "out of his own head," as the schoolboys say, succeeded in recording a Sedan in the career of the conquering Hungarian. Need we add that "cakes and ale" have lately been plentiful in "canny Newcassel?"

On Friday, the 24th ult., M. Rosenthal played at Dundee, against Mr. W. W. Walker, at the odds of Pawn and move. Result: Rosenthal 1, Walker 2, drawn 1;—a very creditable performance on the part of Mr. Walker. In the evening he played simultaneously against Messrs. Walker, Baxter, C. M. Baxter, and four others, and won all the games. On Saturday a large number of games simultaneously, Walker winning 1 and losing 2; amongst these games is a fine Evans, which we hope to publish in our next. On Monday he was to

play 12 games simultaneously at the Newport Club (Fife), against some strong players, including Messrs. G. B. Fraser, Walker, Scott and others. He was also to play a consultation game against Mr. Fraser, Mr. Walker, and Mr. Scott, to test Mr. Fraser's "novelty" in the Scotch gambit; also a few games with Mr. Scott at the odds of Knight.

The City of London Club Handicap Tourney is rapidly drawing to a close, and the struggle now lies between Messrs. Blackburne, De Vere and Potter.

We are indebted to the courtesy of the Editor of the *Dubuque Chess Journal** (O. A. Brownson), for the first volume of that interesting magazine. Dubuque is already distinguished in the annals of Chess as the locality wherein the great powers of Paulsen were matured, and we have no hesitation in prophesying that its fame will be enhanced by the contributions to Chess literature of the journal under notice. Instructive comments and analyses accompany the Games, and the Problem department—as is usual in America—is excellence itself. One of the chief features of the *Dubuque Journal* is a review of Alexandre's *Beauties of Chess*, by G. E. Carpenter. The plan of the review appears to be to give problems of our modern composers, with a reference to Alexandre's book for the original idea. We shall watch with interest the progress of this undertaking, for that amusing little egotist's services to problem composers have never been fairly acknowledged, or, perhaps, appreciated. We cordially recommend the *Dubuque Chess Journal* to our readers.

A new Chess column has appeared in the Brooklyn *Index*. It is well edited, and promises to be an able exponent of American Chess.

We learn from the *Australasian* that the Handicap Tourney in Adelaide is progressing satisfactorily. Mr. Steele, in the first class, who has won six games and lost none, is regarded by our Melbourne contemporary as the probable victor.

In our number for February we noticed an article entitled *Disclosures*, which had appeared in the January number of the *Leipsic Schachzeitung*, accusing its Berlin namesake of plagiarism and sundry other literary offences, with particular reference to the games of the Baden Tourney. The Editor of the *Berlin Schachzeitung* has now replied, in a good-humoured article, under the head of the *Discloser Disclosed*, and asserts that the accusation is "in great part without foundation." He continues, "But even were the assertions of Herr M. fully proved, what then? Is he the proprietor of the *Baden Games*? Do they not belong to the whole Chess world?" To the last question we are inclined to respond in the affirmative, but—there always will be a "but," even as there always will be hewers of wood and drawers of water—but, as the games of fine players are usually obtained only by expenditure of time or money on the part of the journal which first publishes them, we think that, in common justice, that service to the Chess world should be acknowledged by its contemporaries. We shall not venture to express any opinion upon the controversy, but we cannot refrain from acknowledging our obligations to it, inasmuch as it has been the means of inducing our Berlin friends to send us their January and February numbers in exchange for our last two volumes—the separate numbers of which have been sent to them month by month. The *Berlin Schachzeitung* begins the year with an able analysis of the Steinitz variation in the Queen's Knight's Opening, and several games illustrative of same, between Zukertort and another Amateur, and many excellent problems by the best composers of Germany.

A match between the Clubs of Liverpool and Manchester was played on Saturday, the 25th ult., in the large room of the Royal Hotel, Dale Street, Liverpool, and was witnessed by a great number of visitors, who evinced much interest in the proceedings. The contest between Messrs. Burn and Werner attracted most attention, and it resulted in the first game being scored for Liverpool by Mr. Burn, and the second game, between the same players, owing to the lateness of the hour, was given up as drawn. The latter will be found in our present number. During the meeting a discussion took place on the subject of a match between the counties of Lancashire and Yorkshire; the proposal was well received, and will probably result in a meeting in the month of May. The following is the score—

MANCHESTER.	Won.	Lost.	Drawn.	LIVERPOOL.	Won.	Lost.	Drawn.
Hamel	2	...	...	C. Soul	...	2	...
Steinkuhler	..	2	...	Steel	2	...	...
Bantock	1	1	...	Schull	1	1	...
Bode	1	2	...	Dufresne	2	1	...
Werner	...	1	1	Burn	1	...	1
B. Wood	3	...	...	Cox	...	3	...
Johnson	...	1	1	J. M. Wood jun.	1	...	1
Grube	1	...	1	J. Soul...	...	1	1
	8	7	3		7	8	3

* The Dubuque Chess Journal. O. A. Brownson, Box 2157, Dubuque, Iowa, U.S. Published Monthly; single Number 10 cents.

GAMES.

No. LXXXVI.

Third Game in the Match between Messrs. Skipworth and Rosenthal.

IRREGULAR OPENING.

White. Mr. SKIPWORTH.	Black. Mr. ROSENTHAL.
1. P to Q Kt 3	1. P to K 4
2. B to Q Kt 2	2. Kt to Q B 3
3. P to K 3	3. P to Q 4
4. B to Q Kt 5	4. B to Q 2
5. P to Q B 4	5. P takes P
6. P takes P	6. B to Q 2
7. Kt to K B 3	7. Q to K 2
8. Castles	8. Kt to K B 3
9. P to Q B 5	9. B takes P
10. B takes Kt (a)	10. B takes B
11. Kt takes P	11. B to Q Kt 4
12. R to K sq	12. Castles
13. Q to Q Kt 3	13. B to Q R 3 (b)
14. P to Q R 4 (c)	14. B to Q 3
15. P to K B 4	15. B takes Kt
16. B takes B	16. Kt to K Kt 5
17. P to K Kt 3 (d)	17. Kt takes B
18. P takes Kt	18. Q takes P
19. Kt to Q B 3	19. Q R to Q sq
20. P to Q 4	20. Q to K R 4
21. Q to Q sq	21. Q to K R 6
22. Kt to K 4	22. P to Q Kt 3
23. Kt to K B 2	23. Q to Q 2
24. Q to K B 3	24. P to K B 4
25. K R to Q sq	25. B to Q B 5
26. K R to Q B sq	26. B to Q 4
27. Q to K 2	27. Q to K 2
28. Q to Q 3	28. P to Q B 3
29. Q to Q R 3	29. Q to K sq
30. Q to Q 3	30. Q to K R 4
31. Q to Q sq	31. Q to K R 3
32. R to Q B 3	32. Q R to K sq
33. Q to Q 3	33. R to K 3
34. R to K sq	34. P to K B 5
35. P to K 4	35. P takes P
36. Q takes P	36. R to K Kt 3
37. Kt to K Kt 4	37. Q to K R 4
38. P to K R 3	38. B takes P (e)
39. R takes B	39. Q to K B 4
40. Q to K sq	40. P to K R 4
41. R to K 5	41. Q to K B 5
42. R to K 4	42. Q to K B 3
43. K R to K 3	43. P takes Kt
44. P takes P	44. R to K R 3
45. Q to K 2 (f)	45. Q to K R 5
46. Q to K Kt 2	46. R to K B 7
47. R to K 8 ch	47. K to R 2
48. Q to K 4 ch	48. R to K Kt 3
49. R to K R 3	49. Q takes R
50. K takes R	50. Q takes P

And White resigns.

(a) P to Q 4, very much better.

(b) Black has now a good game, his Bishops presently being very strong.

(c) A useless move, for which he almost immediately pays a heavy penalty.

(d) Again bad—the result, we presume, of some miscalculation—he should have played P to K R 3. He must lose a Pawn, but the move made loses the Pawn and position.

If 17. P to K R 3 17. Q to K R 5
18. Kt to Q B 3
And there is no gain for Black

From this point, however, there is some very good play on both sides, and Black only wins after four hours' hard fighting.

(e) A very fine move, the result of long deliberation; we believe the only move to win.

(f) K to Kt 2 would have given some hope of a draw.

No. LXXXVII.

Played in the Match between Liverpool and Manchester.

QUEEN'S KNIGHT'S OPENING.

Black. BURN (Liverpool).	White. WERNER (Manchester)
1. P to K 4	1. P to K 4
2. Kt to Q B 3	2. P to Q 3
3. P to K B 4	3. P takes P
4. Kt to K B 3	4. P to K Kt 4
5. B to B 4	5. B to K Kt 2
6. P to Q 4	6. P to K R 3
7. Castles	7. P to Q B 3 (a)
8. P to K Kt 3 (b)	8. P to K Kt 5
9. Kt to B sq	9. P to B 6
10. B to K 3	10. Kt to K B 3
11. Kt takes P (c)	11. P takes Kt
12. Q takes P	12. Castles (d)
13. P to K 5	13. P takes P
14. P takes P	14. Kt to Q 4
15. Kt takes Kt	15. P takes Kt
16. B takes P	16. Q to K 2 (e)
17. Q R to K sq	17. Kt to B 3
18. Q to K R 5	18. Kt takes P
19. B takes K R P	19. B to K Kt 5 (f)
20. Q takes B	20. Kt takes Q
21. R takes Q	21. Kt takes B
22. B takes Kt P	22. Q R to Q Kt sq
23. P to Q Kt 3	23. K R to K sq
24. R takes R	24. R takes R
25. B to R 6	25. Kt to K Kt 5
26. R to K B 4	26. R to K 8 ch
27. K to Kt 2	

Drawn Game.

(a) The opening is now resolved into a very ordinary phase of the K Kt's Gambit, with the exception that the White Q's Kt, instead of Q B P, is posted at Q B 3.

(b) We very much doubt if this move is so advantageous in the position before us as in the K Kt's Gambit.

(c) In this variation of the regular Kt's Gambit the Kt is usually sacrificed at the 9th move, but here it would be injudicious to follow the books with exactitude, owing to the position of the Q's Kt.

(d) We should have preferred Q B to K 3

(e) Again we think Black does not play the best move; Q to Q B 2 looks much better.

(f) Why not Q to Q B 4 ch?

No. LXXXVIII.

Played at the City of London Chess Club Handicap Tournament, 28th February 1871.

Third Game, Class A, Fourth Round.

QUEEN'S GAMBIT DECLINED.

White. Mr. POTTER.	Black. Mr. BLACKBURNE.
1. P to Q 4	1. P to Q 4
2. P to K 3	2. Kt to K B 3
3. P to Q B 4	3. P to K 3
4. Kt to K B 3	4. K B to K 2
5. B to Q 3	5. Castles
6. Castles	6. P to Q Kt 3
7. P to Q Kt 3	7. B to Q Kt 2
8. B to Q Kt 2	8. Q Kt to Q 2
9. P to Q R 3	9. K Kt to K 5
10. Kt to K sq	10. B to Q 3
11. P to K B 4	11. Q to R 5
12. Kt to Q 2	12. Q Kt to K B 3
13. Q Kt to K B 3	13. Q to K R 3
14. Kt to K 5	14. Q R to Q sq
15. Q to K 2	15. P to B 4
16. R to K B 3	16. P to K Kt 3 (a)
17. R to K R 3	17. Q to Kt 2
18. P takes Q B P	18. Kt takes doubled P
19. Kt to K Kt 4	19. B to K 2
20. Kt to K R 6 ch	20. K to R sq
21. B to Q B 2	21. P to Q 5
22. P to Q Kt 4	22. K Kt to K 5
23. B takes Kt	23. Kt takes B
24. P takes P	24. P to B 4
25. Kt to K B 3	25. B to K B 3
26. R to K sq	26. R to Q 2
27. Q to K 3	27. R to Q B sq
28. Kt to Kt 5	28. B takes Kt
29. P takes B	29. R takes Q B P
30. Q to Q Kt 3 (b)	30. B to Q 4
31. Q to K 3	31. Q R to Q B 2
32. B to R sq	32. R to B 7
33. Q to K B 4	33. R to B sq
34. K R to K 3	34. Q to Q B 2
35. R takes Kt (c)	35. R takes Kt P ch (d)
36. K to B sq	36. Q takes Q ch
37. R takes Q	37. Q R to B 7
38. R takes K P	38. R takes K R P (e)
39. R to K 8 ch	39. K to Kt 2
Resigns.	

(a) Opening a way for the retreat of the Queen, which is now threatened by R to R 3.

(b) Lost time, as Black's reply shews plainly enough.

(c) White has taken some little trouble to prepare for this *coup*, which Black's clever retort renders nugatory.

(d) Had he taken the R, White would have ensured at least a drawn game. The move in the text is sound as it is brilliant.

(e) We may point out to our younger readers that if Black had taken the R, he would have speedily lost the game by P to Q 5 discovering check, &c.

SOLUTIONS OF PROBLEMS IN THE FEBRUARY NUMBER.

No. XXXVII.

WHITE.	BLACK.
1. R to K B 6	1. Anything
2. Mates accordingly	

No. XXXVIII.

1. Q to Q Kt 3 ch	1. K takes R (best)
2. Q to K B 3 ch	2. K takes Q
3. Kt mates	

No. XXXIX.

1. Q to K B sq ch	1. K takes Kt dis. ch
2. Q to K B 4 ch: interposing	2. K takes Q
3. Kt mates	

No. XL.

WHITE.	BLACK.
1. R to K B 5 ch	
	If 1. K takes Kt
2. R to B 4 ch and mates with K B	
	If 1. K to Kt 5
2. Kt to B 2 ch and mates with Q B	
	If 1. K to Kt 7
2. Kt to K 3 ch and mates with R	
	If 1. K to K 7
2. R to B 7 ch and mates with R	

No. XLI.

1. Kt to Kt 6 ch	1. Q takes Kt
2. B to B 5 ch and mates with P	

No. XLII.

1. R to Q 8	1. K moves
2. B to K 5 and R mates	

No. XLIII.

WHITE.	BLACK.
1. Kt to K 4	1. B takes Kt (best)
2. P to Q 4 and B or Q mates	

No. XLIV.

1. Q to Q 2	1. K moves dis. ch
2. Kt to B 5 ch: interposing	2. K moves
3. Q mates	

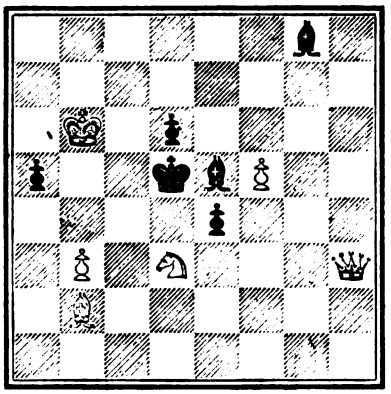
No. XLV.

1. Kt to Q 7	1. Q to K B 3
2. K to B 2	2. Any move
3. Mates accordingly	

PROBLEMS.

We continue, this month, our series of Simple Problems, specially composed for this Journal. Nos. 50, 51 and 52 are by R. B. Wormald; Nos. 53, 54 and 55 by T. Smith; Nos. 56 and 57 by R. Ormond; and No. 58 by W. C. Cotton.

No. L.—BLACK.



WHITE.
White to play and mate in two moves.

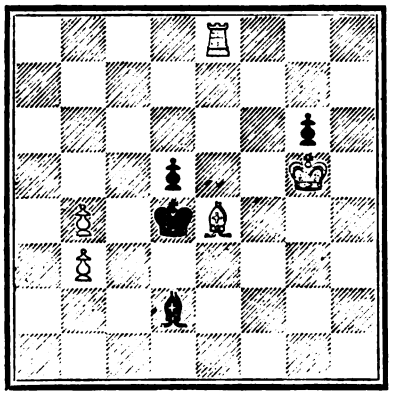
No. LI.—BLACK.

WHITE.
White to play and mate in two moves.

No. LII.—BLACK.

WHITE.
White to play and mate in four moves.

No. LIII.—BLACK.

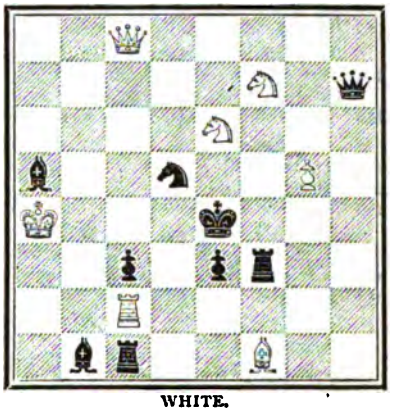


WHITE.
White to play and mate in three moves.

No. LIV.—BLACK.

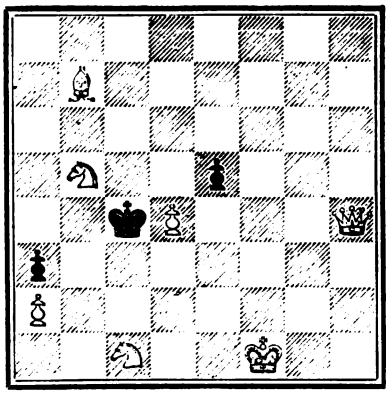
WHITE.
White to play and mate in three moves.

No. LV.—BLACK.



WHITE.
White to play and mate in three moves.

No. LVI.—BLACK.



WHITE.
White to play and mate in three moves.

No. LVII.—BLACK.

WHITE.
White to play and mate in three moves.

No. LVIII.—BLACK.

WHITE.
White to play and mate in three moves.

For the folllowing Game and Notes we are indebted to the Hon. Secretary of the Dublin Chess Club.

GAME LXXXIX.—Played recently at the City and County of Dublin Chess Club, between Messrs. Barry and Rynd.—EVANS GAMBIT.

White. Mr. J. A. Rynd.	Black. Mr. G. F. Barry.	White. Mr. J. A. Rynd.	Black. Mr. G. F. Barry.
1. P to K 4	1. P to K 4	14. K R to K sq	14. Kt to R 4
2. K Kt to B 3	2. Q Kt to B 3	15. R to K 3	15. K Kt to B 5
3. B to B 4	3. B to B 4	16. Kt to B 4 (d)	16. Kt to K 3
4. P to Q Kt 4	4. B takes P	17. B to B 3	17. Kt takes Kt (e)
5. P to B 3	5. B to B 4	18. B takes Kt	18. B takes Kt (f)
6. P to Q 4	6. P takes P	19. R takes B (g)	19. Kt takes P
7. P takes P	7. B to Kt 3	20. B takes Kt	20. B takes B
8. P to Q R 4 (a)	8. Kt to R 4	21. R to Kt sq (h)	21. K R to B sq
9. B to R 2	9. P to Q 3	22. K R to Q Kt 3 (i)	22. B to Kt 3 (k)
10. B to Kt 2	10. B to Kt 5	23. P to R 5	23. B takes P
11. Q Kt to Q 2	11. Q to K 2 (b)	24. R takes P	24. B to Kt 3
12. Q to B 2	12. K Kt to B 3	25. Q to R 4 (l)	25. Q takes P
13. Castles (K R)	13. Castles (Q R) (c)	26. K R takes B	26. Resigns (m)

(a) The present game is one of a series played to test the merits of this move, which, as yet, has been invariably attended with success in the hands of its inventor—Mr. Rynd.*

(b) In another game Black, at this juncture, moved Q to Q 2, which produced :—

White.	Black.	White.	Black.
12. Q to B 2	12. Castles	17. B to B 3	17. P to Q B 3
13. Castles (K R)	13. Kt to R 3	18. Q to Q 2	18. P to K B 4
14. Kt to B 4	14. B takes Kt	19. K R to Kt sq	19. B to B 2
15. P takes B	15. Kt takes Kt	20. Q to Kt 2	20. B to Kt sq
16. B takes Kt	16. P to R 4	21. B to K 6	21. Resigns

(c) Apparently less dangerous than Castles (K R). (d) Siege guns being in position, the bombardment commences.

(e) This was forced ; for, if 17. Kt to B 3, then Kt takes B ch, and P to Q 5, with a winning advantage.

(f) It was imperative on Black to provide in some way for the safety of his K B, and the means adopted could scarcely have been rejected. (g) Surrendering another pawn to gain time.

(h) Here it is that White gains in point of time more than an equivalent for the pawn—R takes P, winning the Queen, would have cost too much. (i) Much superior to Q to Kt 3. The sacrifice of the Rook, by R takes Kt P, would have been unsound, *e.g.* :

White.	Black.	White.	Black.
22. R takes Kt P	22. K takes R	25. Q to Kt 7 ch	25. K to Q 2
23. B to Q 5 (ch)	23. K to B sq	26. B to B 6 ch	26. K to K 3, and wins
24. Q to B 6	24. Q to K 4		

(k) Evidently seeing that the advance of Q B P or Q Kt P could not save him.

(l) A fine move, the credit of which is enhanced by the fact that there are two obvious moves—B to R 6 and B to Q 5—either of which would have been selected by 99 out of 100 players as a decisively winning move ; and also, by the threatening rejoinder (Q takes P) which it allows Black to make, attacking both Rooks and pinning the Bishop before the Queen.

(m) Because mate must follow in a few moves, *e.g.* :—

White.	Black.	White.	Black.
	26. B P takes R or (A)		(A) 26. R P takes R
27. B to R 6 ch	27. Q in	27. B to R 6 ch	27. Q in
28. Q to B 6 ch, and mates next move		28. R takes P	28. Q takes B
		29. R takes Q, and mates in two moves	

* The move in question, although doubtless new to Mr. Rynd, is no novelty to London players. It was, many years ago, a favourite attack of Mr. Mucklow, of Oxford, and was frequently played by Mr. C. F. Smith in his numerous contests at this Opening with Mr. Bird.—Ed.

GAME XC.—Between Mr. Rosenthal and an Amateur, the former giving the odds of Q Kt.

White Mr. ROSENTHAL.	Black. AMATEUR.	White. Mr. ROSENTHAL.	Black. AMATEUR.
1. P to K 4	1. P to K 4	10. R takes B	10. P to Q B 4
2. P to K B 4	2. P takes P	11. B takes P	11. Kt to Q B 3
3. Kt to K B 3	3. Kt to K 2 (a)	12. Q R to K B sq	12. P takes P
4. B to Q B 4	4. P to Q 4	13. R to K R 3	13. Kt to K B 3
5. P takes P	5. Kt takes P	14. B to Q B 7 (b)	14. Q takes B
6. Castles	6. B to K 2	15. R takes Kt	15. P to Kt 3
7. P to Q 4	7. Castles	16. Q takes P ch	16. R P takes Q
8. P to Q B 3	8. B to K Kt 5	17. R takes P checkmate	
9. Q to Q 3	9. B takes Kt		

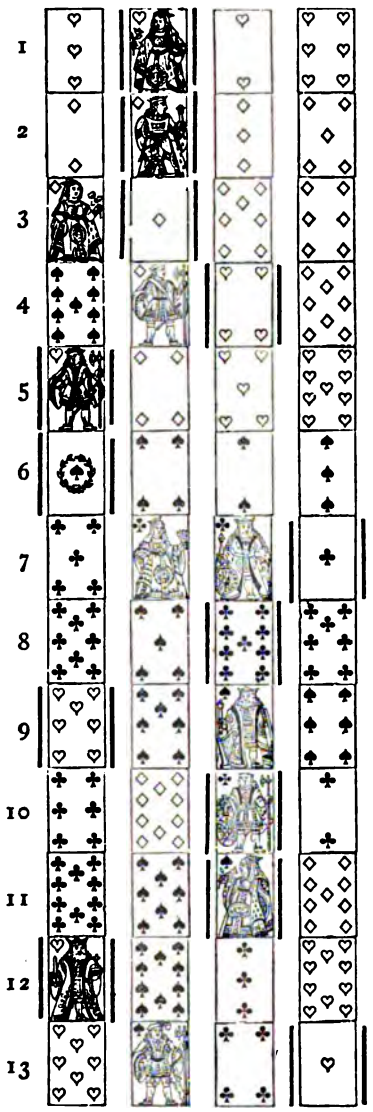
(a) This is a fair sample of Black's play throughout, but the game is worthy of record, if only for the scientific and brilliant combination which ends it. (b) Conceived in the true spirit of Chess.

WHIST.

A. and B. play against X. and Z. A. leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

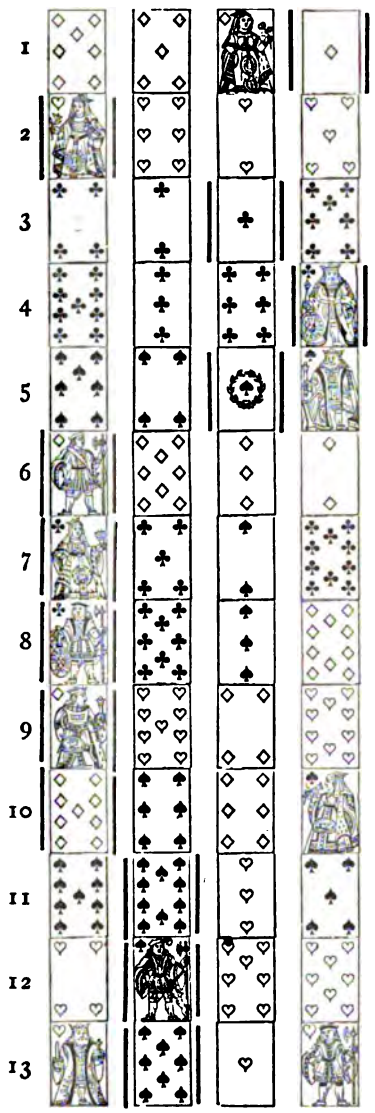
HAND No. 28.

An easy grand coup.
Score—3 all. Z turns up H 6.
A's HAND.—H Kg, Kv, 8, 7, 3; C 10, 8, 6, 5; D Qn, 2; S A, 9.
Played at the Cavendish Club, 25th Feb. 1871.
Communicated by Mogul.



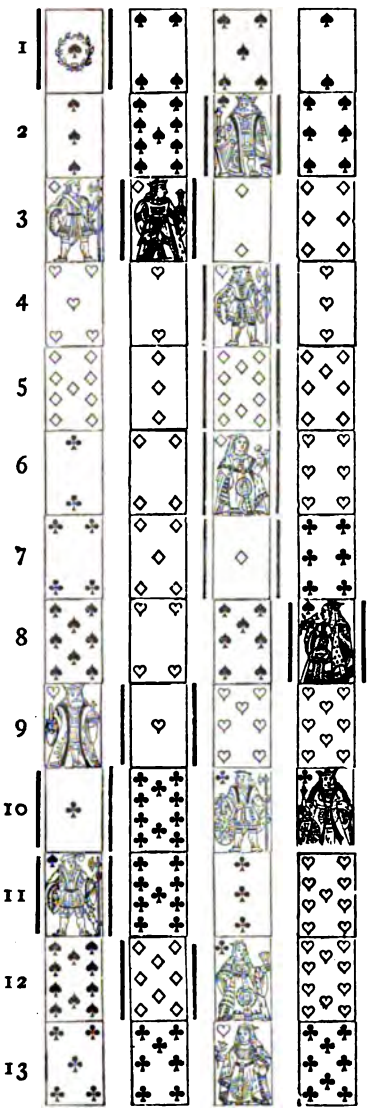
HAND No. 29.

Score—Love all. Clubs trumps.
Z's HAND.—C Kg, 10, 7; S Kg, Qn, 5; D A, 10, 2; H Kv, 10, 8, 5.
Played at the Westminster Chess Club.



HAND No. 30.

Score—Love. Z turns up D 7.
B's HAND.—D A, Qn, 10, 2; H Qn, Kv, 7; C Qn, Kv, 3; S Kg, 7, 5.



HAND No. 28.

NOTES.—6. It is already palpable to A that Z must make both his Ace and 10 of trumps, unless he, A, can get rid of a trump, and avoid winning the 11th trick, he therefore at once leads out Ace of Spades. 8. Z leads a Club, so as not to give A a chance of trumping. 9. A takes this opportunity of getting rid of his superfluous trump. At first sight, it would appear as if he ought to have waited till the next trick, so that if B led a small Spade he might then trump and lead a Club, but to this there were two objections, the one, that if Z had no other Spade he could discard a Club to the next Spade, and thus make sure of two tricks in trumps; the other, that if B did not hold the Q of Spades he would be sure to lead the winning Club, and then A would be left with the three trumps, the very position he was trying to avoid; whereas if B held the S Q no harm would be done by trumping the S K; in other words, trumping the S K might gain, but could not lose a trick.

HAND No. 29.

NOTES.—1. Emgeen is of opinion that the proper lead was a trump, to try for game. Caution, however, is as great a necessity as daring. 5. Z cannot continue the H suit with the knowledge that X has neither Kg nor Ace. 9. Z plays a false card, to deceive A. It is probable that A has the Kg, and certain

THE "BLUE PETER," OR "CALL FOR TRUMPS."

To the Editor of the WESTMINSTER PAPERS.

SIR,—In the review of "Modern Whist," in your February number, there were some passing remarks on the "Call for Trumps," which I read with much pleasure, as containing (I believe) the first plain and authoritative recognition of the principle, that this signal is "an *unmixed* evil." This opinion is shared by many good,—many even eminently good Whist players; and, on the other hand, I believe there are but few who consider the "Call" as an improvement on the game considered as one of skill. Such being the case, it seems to be worth the enquiry, "why do we persist in it?" I confess that the reasons given by the writer of the article referred to, and by "J. C." in his "Treatise on Short Whist," do not appear to me to be cogent or satisfactory. They are too much in the spirit of the "Whatever *is*, is right" philosophy. The first writer says:—"It is useless to write against the Blue Peter. To our mind it is an unmixed evil; but the thing exists, and we must take Whist as we find it." "J. C." also takes its permanence for granted in the phrase—"This practice, however, is established in England; and sooner or later it will travel" (p 98). I would, with great deference to such authorities, suggest that such were not the principles on which those acted who introduced this most objectionable modification of the game. *They* were evidently *not* content to take Whist as they found it,—nor was the game so "established" as not to admit of change. Why then should we "rest and be thankful?" If it be permissible to one generation to spoil a noble game, surely it is equally so to the next to restore it to its original purity. If by chance a sign painter should get possession of one of Raffaelle's cartoons, and treating it as a blank canvass should paint over it his Blue Lion, or other anomalous beast, surely the mere fact of its existence would not be a sufficient *raison d'etre*,—and he who could restore it as a palimpsest* would have done good service.

I have but little hope of effecting such a purpose in Whist as yet; the time is probably not ripe; but if you, Sir, will allow the subject to be brought prominently forward in your "Papers," it may direct the attention of many to the matter, who would otherwise rest content with what appears to be an accomplished fact. If I am not misinformed, the "Peter" *has* travelled,—according to the prediction of "J. C."—and has also been again rejected from the Continental Clubs. I see no reason why such should not be the final issue here also,—unless indeed Whist has irrevocably degenerated into a purely gambling skirmish, instead of being, as in its palmy days, a game of skill and science, giving scope for the development of "patience, care, observation, self-reliance, caution and courage."

I suppose it may be taken for granted that "J. C." has said all that can be said for the "Call for Trumps;" and perhaps nothing can more fully demonstrate the weakness of the cause, than the feebleness of the best apology that can be offered for it. The attempt to derive the practice legitimately from earlier principles of play, seems to me to fail entirely. *Throwing away* a high card, followed by a lower one in a subsequent round, is now a *command* for trumps;—*formerly* it was something else,—confessedly so,—see p 96 of the "Treatise." Sometimes it was *whim*,— but of course with this we can have no concern. Sometimes it was an attempt to deceive your adversary, or to make him change his suit. Sometimes it was, as just noticed, an intimation to the partner that "you held but two cards in the suit." But manifold as might be the significations of such an act, it never meant "Trumps." J. C.'s attempt to attach it to the "spirit of the game" is highly ingenious, but much too laboured to be probable. The fall of Queen or Knave to your opponent's lead might have a marked natural significance when followed by a small card; and had it continued to mean the same thing, it would have been easy to extend the practice to the smallest cards, say the three before the two. But inasmuch as it now means anything rather than what it formerly did, the attempt to derive the two practices from a common ancestry is Darwinian in the extreme. The call for trumps is simply an arbitrary sign; as the clap of the hands is a conventional mark of approbation of a public singer, performer or speaker. I also clap my hands to frighten a crow in a corn field. The act is the same, but has a totally different significance; but I think the two per-

* *Palimpsest.*—In days when writing materials were scarce, ancient parchments, containing sometimes valuable manuscripts, were used frequently as blank receptacles for the more or less dreary lucubrations of the writers of that time. The clearing away of the modern rubbish, and the restoration of the ancient MS. constituted a *palimpsest*. Other meanings are attached to this word, but this is the sense in which it is used here.

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that he has the 4. Remember the H was led by Z, and from this discard A must assume that Z played from Ace, Kv, 10, and another, and he cannot therefore lead up to the major tenace. 10. Z's discard is very good. If he discard the H 8 he would defeat his previous ruse, for if A sees the H 8 he then knows that Z has been playing dark, and will see at once that he cannot have the Ace. If he keep the S Qn alone, the game is clearly lost. Emgeen says, "This is brilliant Whist." The position will bear study. Our correspondent, who recorded the game, is of opinion that this is an example that shows the importance of leading from the strong suits.

HAND No. 30.

NOTES.—4. Surely B's best lead was C 10. 9. X now knows that B has H Qn alone, and that Z has the remaining H. 10. This round shows X alone the position of all the cards. B has H Qn, 3 and another Club, probably Qn. The C 8 must be with Z. 11. X now takes advantage of the ignorance of B as to the position of the Hearts. If the C Qn is with A, the game is lost. If with B, by discarding the C 9 first, and trumping the next S, he compels B to discard the C Qn, and X's or Z's Club saves the game. This was played by Captain K. at the Westminster Chess Club, against one of our first players, with success.

formances are quite as closely related, as the ancient drop of Queen or Knave before a smaller card, and the modern call for trumps,— and the derivation of this last, *naturally*, from the former, reminds one most forcibly of the philological conundrum of the origin of the word "cucumber" as derived from "Jeremiah King."

"J. C." discusses at considerable length the question of "fairness" in reference to the "call." This seems to me quite unnecessary. No one who understands the meaning of words, and the proper use of phrases, could object to the "call" on grounds of unfairness. A number of persons agree to play a certain game, with certain rules and regulations. All these are perfectly fair if all understand them. Further than this, it would be perfectly fair, if it was agreed that, after sorting the cards, each player should place before him on the table his cards, face downwards, in four divisions, easily to be counted, arranged in alphabetical order, C D H S from left to right; or, better still, to lay all the cards *openly* on the table. This would alter materially the game of "Whist," but not very much more than the "Peter" has altered it from the old game.

There is no *unfairness* in the Peter, but a total departure from the spirit of the game. Whatever may be the original derivation of the word "Whist," there is no doubt that it is to be understood as a game of silence, within certain well-defined limits. You are to know the contents of your partner's hand by the fall of his cards, and the *legitimate* deductions from this fall; so also with your opponents. Your partner is not to tell you in words what he holds, nor by any secret signs,—and you are not to look over your opponents' hands, nor acquire information in any surreptitious manner. If your partner, being a sound player, leads *originally* a King, and you hold the Ace, you *know* that he has the Queen; if you hold the Queen, you know he has the Ace. This is the simplest kind of *legitimate* inference; there are others equally legitimate, more or less complicated, but all conveying information, strictly derivable from the fall of the cards; not to be altered in significance by conventional understandings, by lapse of time, or by alterations in modes of play. This is the kind of information that you are authorised to receive from the play of your partner; here the cards speak their own natural language. But, supposing that to your lead of a King your partner plays a three or four, and to the following lead of Ace plays the two; the *cards* have not spoken any actual words, but your partner has. He has said, as plainly as if spoken, "I have a great hand of trumps, and some good cards besides, lead me a trump and I will answer for a good score."

Now a "Peter" cannot be completed before the second round of the game—seldom so early. Usually three or four rounds have been played, and you, having nine or ten cards left, are informed, almost with certainty, of half the cards in your partner's hand, as he will rarely commence a "Peter" without at least five trumps; the opponents learn as much—possibly more. From this moment the complexion of the game is altered. It can scarcely be called Whist any longer, but is a new game—"Peter!" Your partner has called upon you "to abandon your game, and blindly play his" ("Treatise," &c. p 99); therefore you seize upon the first practicable trick and lead him a trump. Your opponents equally abandon the legitimate game, and direct all their efforts to thwart your intentions, not as to Whist, but as to "Peter." Comparing pure Whist to the intercourse of civilised society, "Peter" becomes an orgie. The ordinary rules of the game are neglected, partners force each other who would never have dared to do so under other conditions; second players take tricks to which they have no legitimate right, either to accomplish or to thwart the purposes of the "call," and the game is forgotten for one of its details.

And, with all this, how common it is to observe that the Peter has prevented the winning of a game that, without it, must inevitably have been won. "If you had not asked for trumps," or, "If I had not answered your call," are often ejaculations of lament over a game lost by "card-talk."

And what can be said in favour of this practice? Except that it frequently renders the game shorter and quicker, perhaps all its advantages are summed up by "J. C." at p 97 of the "Treatise":—"At least it has simplified the game to the indifferent player, and greatly diminished the advantages of skill." This is certainly true, even if not a very strong recommendation. But if an exposure of the state of hands, further than that obtained by legitimate inferences, be desirable in any degree,—if this principle be once recognised, that strictly arbitrary or conventional signals are admissible, then let us work it out to its logical end. Let us not only say when we want trumps, but also indicate such other suits as will best answer our purpose. For instance, we may cough when we want Clubs, and sigh for Spades; we may cry, hem! for Hearts, and drum on the table for Diamonds. Or, better than all this, we may lay our cards face upwards upon the table, and reduce the game at once to its most simple and childish form and expression.

That modern Whist, or, as I should prefer to call it, "Peter," is a good game, few will deny. That it is *as good* a game for the development of skill and all the moral qualities as the original Whist, is open to all manner of doubt. That it is even entitled to be considered as the *same* game, is fairly to be questioned. The one is a game of silence and intelligent inference; the other not only admits of talk—*by signals*,—but this talk is the chief and most important event in the game; the one most looked for and expected; the one which, when it has occurred, takes precedence over every other event of the game. Therefore, "Peter" is not "Whist," and I sincerely hope before long to see *Whist* once more played in our Clubs and our private assemblies.

I beg to apologise for this lengthened trespass on your space, and to subscribe myself,

Your obedient Servant, MEDIÆVALIS.

10th March 1871.

THE CAVENDISH *v.* THE WESTMINSTER CHESS CLUB.

WHIST MATCH.

An event of a somewhat novel description took place in the past month, in the nature of a Whist Match, between the above two Clubs. Mogul, on behalf of the Cavendish, on the 13th ult., challenged the Westminster in the following terms:

Having been requested by the general body of the Whist players at the Cavendish Club to carry out my suggestion of a Whist Match between four members of that Club and four members of the Westminster Chess Club, I beg to inquire if the Westminster Chess Club is willing to engage in the Match? The conditions I would propose are as under:—

1 No gentleman being a member of both Clubs to be allowed to play for either.

2 The play to take place in the afternoon and evening of two days to be arranged, and the Club whose representatives shall together win the largest number of points shall be the winner.

3 No substitute shall be allowed for any gentleman once playing on either side, except in case of his unavoidable absence.

4 The times and places of meeting to be arranged between myself and any gentleman whom the Westminster Chess Club may depute. The room to be open to members of both Clubs.

5 The play to be for 10s points. Bets optional.

6 No score for honours.

7 Mr. Henry Jones jun., of the *Field*, to be requested to act as umpire.

The Westminster objected to clauses 6 and 7 on the ground—as to No. 6, that if we played a Whist match it must be Whist as ordinarily played; that although it might be a better test of skill to get rid of part of the luck, as chance cannot be equalised in the matter of trumps and court cards, it would be useless to attempt to get rid of part of the 'fickle Lady.' In addition to this, much of the skill consists in playing to the score; and another point of vast importance is the different system of play required when playing against great hands of trumps and honours, which skill would be of little avail. As to No. 7, we thought we were introducing an unnecessary element in assuming that we required an umpire; these two points were conceded to us, and clauses 6 and 7 were struck out. On the receipt of the challenge the Committee of the Westminster met, and accepted the challenge, and the arrangements were left to ourselves. The Committee also voted £10 for a Challenge Cup, to be held as an emblem of victory, provided the Club holding the Cup undertook to play against all comers on the same terms as this match.

Saturdays the 18th and 25th of March were fixed for the days of play. The time 4 o'clock to 6.30, and 9 to 12. The place the large room of the Westminster Chess Club.

The representatives of the Cavendish at table 1 were Mogul and Mr. F., the Westminster was represented by Mr. A. P. Belaieff and ourselves. At No. 2 Mr. M. and Mr. R. W. represented the Cavendish, and Mr. F. H. Lewis and Mr. Barnes the Westminster.

The members of the Cavendish were invited to attend, and a goodly company witnessed the match. So far as we know, there was no betting on the result.

At table No. 1 the Cavendish began by winning the two first rubbers, and when the adjournment for dinner took place the Westminster was five points behind at this table. During the play before dinner the Westminster had 77 honours and 172 other trumps, total 249. The Cavendish had 83 honours and 184 other trumps, total 271, or a difference of 22 trumps in favour of the Cavendish, a number sufficient to account for the difference of five points against the Westminster, without reference to skill. At the commencement the play was anything but good. All the players appeared to us nervous. Mr. Belaieff revoked, and the adversaries failed to take full advantage of the mistake. Our side got the odd trick, and instead of taking three of our tricks and adding them to their own, they added three to their own score, and left us with the advantage of the odd trick.

The division of the cards was very strange. Mogul and ourselves had bad cards, whilst his partner had overwhelming hands; and of course it devolved upon him to conduct the game. We have a high opinion of our adversaries' play; but, to our thinking, all our opponents played false cards too often. It would be presumption to praise Mogul. He was steady throughout, and wherein he differs from other players he has made known through his writings. We mention the fact because, if we get two schools together, a very slight circumstance will tend to show which way the wind blows. If we are to judge by this play, the best players are not satisfied with the system advocated by J. C. Of Mr. Belaieff's play, we think he finesses more deeply than any of the other players, but he possesses a greater knowledge of the position than any player we know. Mr. F. H. Lewis is known to our readers as the composer of many Double Dummy hands, of great beauty, and as a Double Dummy player he ranks in the first class of English players. At Whist he is quick to see his adversaries' blunders, and to take full advantage thereof, and he is a good, attentive player. Mr. Barnes' play is characterised by over caution. He saves many games that others would lose, but he gets left at the point of four when he ought to be five. Of the other players we do not speak, because they have expressed a wish that their names should not be published.

At the second table, the Westminster began by losing four rubbers straight off, so that we were six rubs to the bad to start with. The second table finished by losing 14 points at dinner time. The total rubbers won by the Westminster first table were 6, 8, 8, 8, 5, 4, 4, 3, 3, 3 = 52. Lost 3, 4, 4, 8, 8, 8, 6, 4 = 45. Balance at first table, 7 in favour of the Westminster. We won 10 rubs and lost 8. At table 2, the Westminster

won 8, 5, 1, 5, 4, 5, 4, 3, 2, 5—total 42; lost 6, 3, 7, 6, 6, 5, 7, 5, 4, 8, 5—total 62. Balance—20 points and 1 rub against the Westminster. The balance of the night's play was therefore 13 in favour of the Cavendish. Unfortunately, our reporter failed altogether to keep a score at table 2.

After dinner, at table 1, the Westminster held 99 honours against the Cavendish 105, and 342 trumps against 321, so that, with the assistance of 21 trumps, notwithstanding the Cavendish had six more honours, the former added twelve points to their score. If trumps and honours were a test (which they are not), this would be a creditable performance. At the conclusion of the evening, it was suggested that the next time the opponents should be changed. To this Mr. Lewis objected, as contrary to our interests. The players being strangers to each other, and we having succeeded in learning the peculiarities of our adversaries, it would be to our disadvantage to bring fresh adversaries to learn these peculiarities. The matter was adjourned, and Mogul wrote to us, repeating the suggestion, and to this we acceded. To our mind, this is the fairest way of playing a match, except that we would have three more hours' play with one player changed from each table.

We are indebted to Mr. Benjamin for the score before, and to Mr. Sanderson Tennant for the score after dinner. It may be advisable to state that, to ascertain the general opinion of the Whist players of the Westminster as to the gentlemen who should represent the Club, we gave to the members visiting the Club, on two consecutive days, a card, with a request that they would put down the names of the five best players of the Club. The other name chosen was Cam; but, inasmuch as he is a member of both Clubs, he was disqualified.

On Saturday last the match was resumed,—the partners being the same, but the adversaries being changed. At our table, which we continue to describe as table 1, we won the first five rubs, and lost the sixth. We then repaired to dinner with 18 points to the good. At table 2 the Westminster lost five rubs out of seven, and a balance of 19 points. So that the Cavendish increased their previous advantage by one point. After dinner the Westminster lost at table 1 a balance of 11 points; and at table 2 the Westminster won two points. So that on the day's play the Westminster lost 10 points, and on the two days 23 points.

When we consider the number of rubbers played, we cannot but think the difference of 13 and 10 points per day a very small number. It is a curious coincidence that we should have won at table 1 seven points each day, and that at table 2 we should have lost both days 20 points and 17. The points won at table 1 on the second day were 4, 3, 7, 5, 3, 8, 6, 5, 3—total 44; lost 4, 8, 3, 4, 5, 7, 4, 2—total 37. At table 2 won 3, 4, 6, 5, 6, 5, 6—total 35; lost 6, 4, 4, 6, 6, 7, 5, 5, 3, 6—total 52. The number of trumps at table 1 on the second day (leaving out one rubber which our reporter missed scoring, but which we lost) is very remarkable. The Westminster had 648, the Cavendish 652.

The score was kept by Mr. Carmichael and Mr. Skelton at table 1. The score at table 2 requires elucidation. When we have consulted our reporter on the subject, we may be able to give some further statistics. A goodly number of players of distinction visited the rooms, and amongst others Cavendish, Cam and Emgeen. It only remains for us to express the great pleasure it has given the members of the Westminster Club to have received amongst them such strong opponents. It has fallen to our lot to be beaten, but we have been beaten by men worthy of our steel. Our adversaries were, we think, better paired than we were. They have been more accustomed to run in harness together. They played throughout with care and attention, and it is a pleasure to record that no dispute or wrangle of any kind occurred to destroy the harmony of the proceedings.

We have also to thank our own members for accepting the onerous task and pecuniary responsibility of fighting for the Club. We have said already the players were chosen by the judgment of the Whist players. We had no refusals. Each man promptly accepted the responsibility, and when it was thought it might be for the benefit of the Club to have a fifth player, in the person of Mr. Benjamin, that gentleman also kindly placed his services at our disposal, and when it was decided to be for the interests of the Club that we should play as we did, Mr. Benjamin, in the kindest manner, waived his claim, and relieved us from all difficulty. We ought also to add our thanks to the Committee, and the Chess-playing members of the Club, for so cordially sanctioning our taking the principal room of the Club for the match. We shall, in our two next Numbers, record some of the games played.

The conditions of the Cup shall be published next month, after they have met with the approval of the Cavendish Club; but for the information of the members of other Clubs, we may say challenges can be sent at once to the Cavendish, as the holders of the Cup; to the Secretary of the Westminster Chess Club, or to ourselves; and the conditions of play will be as nearly as possible the same as those on which this match was played. We sincerely trust some of our Whist Clubs will send in a challenge, and endeavour as far as they can to promote that friendly rivalry—that mutual intercourse and kindly feeling we desire to exist amongst all true lovers of our National Game.

DOUBLE DUMMY.

HAND No. XVIII.—By G. B. Fraser.—Reprint.

A's Hand.—H A, 10; D A, 8; S A, Kg, Qn, Kv; C Kg, 9, 8, 6, 2.

X's Hand.—H 7, 6, 4, 3; D Kg, Qn, Kv, 10, 9; C A, Kv, 10; S 9.

B's Hand.—H Kg, 9, 8, 5, 2; D 7; C 7; S 10, 8, 7, 4, 3, 2.

Z's Hand.—H Qn, Kv; C Qn 5, 4, 3; S 6, 5; D 7, 6, 5, 4, 3.

Hearts Trumps. A to lead; and A and B to make 13 tricks.

THE DISPUTED WHIST LAW.

To the Editor of the WESTMINSTER PAPERS.

SIR,—The laws of Whist do *not* conflict. No man can be protected by *one* rule against the just penalties of *another*; and it is manifestly absurd to say that the same amount of information is conveyed by taking the course to prevent a revoke as by requiring the cards to be placed before each player.

Like you, I cannot understand what Cavendish means by saying that it is *a common thing for a player to enquire of his partner*—after he has renounced a suit—"Why don't you ask me?" During an experience of more than 30 years *I* never heard such a question. We often hear a *caution* given, "If you don't ask me I shall consider you as guilty as myself should I revoke." This is a Whist maxim.

We often hear also a just reproach, "Why *didn't* you ask me?" but in my judgment, for the renouncer to *ask* at the time is to give an *intimation* to his partner which is simply unfair.

I am, Sir, yours, &c.

VIATOR ROTUNDUS.

[Since our last article on this subject was in print, we have, for the first time, heard a player, not having followed suit, say to his partner, "Why don't you ask me?" The player in question knew perfectly well what was led. The three cards on the table were of the same suit. He looked carefully at his hand, trumped the suit, and then said, with deliberation, "Why don't you ask me?" This may have been affectation or pedantry, but surely it is not Whist. The player did not put the question for the purpose of guarding himself and his partner against any error then committed, but (if for any Whist reason) to guard against his partner's failing to ask on a future occasion. We should like to know whether there is any other Whist law that permits a question to be asked with the view of warding off a future calamity. Surely the player improperly called attention to the fact that he had not one of the suit led, and pointedly drew attention to the card he had played. Would it not be a breach of etiquette for a player (after the four cards are on the table, and before they are gathered), without being asked, to draw his card for the purpose of showing it to his partner? and yet what is the difference between calling attention with the hand and with the tongue? Why should not a player, in like manner, in the middle of a hand, say, "Partner, do you notice a Blue Peter?" and then drop a 2 to the second round of a suit. Or, if the partner has dropped the 2 the second round himself, might we ask, "Partner, do you play the Blue Peter?" We feel confident that on reflection Whist players cannot sanction this innovation, which was introduced either inadvertently, by "Cavendish," or to cover what we conceive to be a blunder on a matter of law. If the player in the case stated, in saying to his partner, "Why don't you ask me?" meant anything but what we have suggested, we should like to know what he did mean.—ED.]

To the Editor of the WESTMINSTER PAPERS.

SIR,—My brother Charlie has just been reading your last Number, and insists on my writing to you. Cavendish, he says declares, and Mr. Clay agrees with him, that asking "What is led?" is the same as, "Draw your cards?" Now, we think that when we ask, "What is led?" you ascertain who played one card out of three. Whereas, if the request "Draw your cards" be complied with you ascertain the source of three cards, therefore the lesser information is equal to the greater; therefore, he says, if I have one bonnet in the season it is equal to three.

If you insert such rubbish as this Papa shall not see your next Number, and then wont there be a rumpus! What old frumps that Cavendish and Mr. Clay must be to think it as nice to have one bonnet as three.

Oh dear! I thought I had quite done, but Charlie says, "That there is a principle implied in all the laws of Whist; that if you ask a legal question it must be to satisfy your own mind, and not to convey information to your partner. Cavendish decides that A can ask a question of B for B's information. What a muddle! but Charlie wants to know how that theory would work as applied to tutors. If he asks his tutor a question it is for the purpose of ascertaining something he wants to know, in that event his tutor would answer; but if Charlie asked the question for the purpose of suggesting an answer to a chum, that then the tutor would not stand it.

If you get such nasty questions why don't you ask your dramatic critic? I am sure he is a duck; and knows everything.

CHARLIE'S SISTER.

PAPERS RECEIVED.

Land and Water, weekly; *Australasian*, 10th, 17th, 24th and 31st December, 7th, 14th, 21st and 28th January; *Leader*, 31st December; *European Mail; Dubuque Chess Journal*, No. 12, Vol. ii.; *The Gentleman's Journal*, 18th and 25th February; *The Index*, 4th and 11th March (this Paper contains a Chess column, conducted by F. E. Benzinger); *Schachzeitung*, Leipzig, February No.; *New Berlin Schachzeitung*, January and February.

CROQUET.

THE lovers of Croquet are now beginning to look forward to the season of 1871, and very ardent players have already commenced to practise on the soft and spongy lawns, the best plan in the world to go backwards in play, as the strength required now and two months hence is quite a different thing. There is, however, very little at present to record; the only news worth mentioning being the reconstruction of the National Croquet Club. We are not acquainted with the full circumstances of the case, and only know that the Club was dissolved on the 14th of March, and re-constituted on the evening of the same day. The process of dissolution and reconstruction in this rapid manner generally points to some objectionable features in a society, which it is thought advisable to remove; and we understand, from a reliable source, that the N.C.C. may be congratulated on the fact of their new list of members containing many additions and some omissions. A Club which appeals especially to the country ought to be particularly careful to keep up a high tone and general character of friendliness; and if it be true that the late Club contained some few members who were most pleased when they were most discontented, the late prompt and striking measures may have been wisely undertaken. The subscription has been lowered, from a guinea to half a guinea; at the same time that the ground in Marlborough Place has been given up. The Committee discovered, in their first year's experience, that the large expense entailed by the possession of a London ground was in no way justified by London support; and the present intention of the Club is to devote itself entirely to the country, and to the getting up meetings in different localities each year, so that the skill of the whole country may be gradually brought into play. This is a move in the right direction, and the N.C.C. may look forward to a growing popularity. The effect of any Club's having any especial head quarters must be to localise it, and this would probably be more the case in London than elsewhere, for people who go up to London from the country go for a thousand things besides Croquet, and indeed for anything but Croquet. It should also be considered that the great majority of players are ladies and gentlemen who live in the country always, and have neither time or money to make an especial journey to a London ground, which, when reached, they would probable find inferior to what they possess at home. We consider, therefore, that with the retention of a London ground, the N.C.C. would never have been National in the true sense of the word; and we therefore congratulate this Club, which represents the great country party, on the adoption of a wider and wiser policy.

REVIEWS.

All Books intended for review in these Papers must be sent to the Editor, Westminster Chess Club, Caledonian Hotel, Adelphi Terrace. New Patterns of Cards, new Games, or Implements of Play of general interest to our readers, must be addressed to the same place.

THE CRICKETERS' COMPANION FOR 1871.*

A BOOK with "27th Edition" on its cover needs little in the shape of a review. A book on Cricket with the name John Lillywhite on its title page commands the attention of all Cricketers. It is our duty to record the appearance of this annual, and to certify that the information therein is as complete and reliable as usual. No player should be without the laws of the game at which he plays;—here we have them. For reference, we require the doings of all the principal clubs, and the score and averages of the different counties, and here we have them. Batting and bowling averages, the highest innings—subjects of constant discussion, and impossible of recollection—here are to be found at a glance. There is information as to the peculiar qualifications of the Players and Gentlemen of England, for the use of those who but occasionally see good play. The names of men willing to act as umpires in public matches, hints on the game, the duties of the fielders, their position, &c. having regard to the style of the bowlers—all these matters are of vast value, and are judiciously treated. Who amongst Cricketers would not desire to obtain this mass of information on their favourite amusement—for 1s 1d, post free?

* Kent and Co., Paternoster Row.

Obituary.

WE have to record, with sincere regret, the death of Mr. T. Smith,—one of our most eminent English problem composers,—at the early age of 32. The unhappy event took place on Tuesday last. The cause,—heart disease.

NOTICES TO CORRESPONDENTS.

CHESS.

T. C.—Problem received and returned. The Bishop is in an impossible position. In a good problem the position should appear natural.

W. C. COTTON.—Thanks for your kind attention in sending us an account of the match between Liverpool and Manchester.

W. BECKETT (Darlington).—We find the quarto form of the *Westminster Papers* gives very general satisfaction. May we ask you to inform us of the name of the Chess Magazine which you say is connected with your Club?

VICTOR GORGIAS.—Thanks for the "Knight's Tour," to which you will see we have accorded due honours. The problems shall appear in good time.

W. M.—We have expressed our obligations to you in a private letter.

A. B. S.—The games duly received, and very acceptable.

O. A. BROWNSON (Dubuque).—Many thanks for your interesting *Chess Journal* and your kindly notice of our labours. The exchange shall have our best attention.

DESDECHADO.—You are right in all cases. In Problem No. 48 the White Knight should be placed on Q R 5. This sort of thing *will* happen.

F. E. BENZINGER.—We are much obliged for your attention in sending us the *Index*. Our numbers shall be duly forwarded in exchange.

R. O. — The re-established Bishop puts your two move problem right. It shall appear next month.

WHIST.

W.—As the cards are being dealt, one of the players asks, "Whose cards are these?"—meaning, who is the maker? One player at the table takes up his cards, and putting his eye close to the cards reads, "Joseph Hunt and Sons," thereby telling the table that he holds the Spade Ace. What is to be done?—*Ans.* We think the Spade Ace can be required to be placed on the table. It is constructively exposed, just as much as if the player had said, "I have the Spade Ace."

NAUTICUS.—We have written to you privately at the U. S. Club. The subject is one about which we do not care to refer to in public.

A. C.—I, under the impression that we are game, say so; thereupon my partner throws down his cards; I do not throw down mine. It is my lead, and I can see how to make the game, whereas, if I had not seen the cards, there was a possibility of our adversaries' saving the game. I cannot see any provision in the law for this, but it seems to me clear that my cards ought to be callable, because, by my irregularity I obtained a benefit.—*Ans.* By the course you pursued you certainly appear to obtain an improper advantage. Such points tend to show the imperfections of our code, and at the same time how careful we ought to be to keep to the true principles of the game. Nothing should be said, and until this is sufficiently impressed on the Whist players' minds, such points must continually arise. We wish the law was, that if a player says that he has game, that he could be required to place the cards on the table. Case 1 in Mr. Clay's Treatise disposes of the point, which, so far as is material to the case, is as follows:—"A says, 'I have the game.' He is desired to lay his cards on the table; complies with the request, *although he is not obliged to do so.*"

J. C.—We do not call to mind any rule laid down by either Mr. Clay or Cavendish that you, third player, having the Ace and two others, on a Kv led, should not put on the Ace. With Ace and one other it would be very bad play not to put on the Ace, and on an original lead with two others we should put on the Ace. Of course, if you have Qn in your hand, you pass the Kv.

S. F.—Two cards in each hand; leader holds major tenace in trumps, I, second player, hold minor tenace; the 10 of Spades and the 2 against the Kv and 9. My adversary wants two tricks to make game, and he hesitates. I say, "You know I have the 10 of Spades guarded, therefore it is no use your considering." Could my Spade 10 be called?—*Ans.* The 10 of Spades was, constructively, an exposed card, and could be required to be placed on the table, and is then callable. (2). In the case stated, as it occurred, my opponent did not call the Spade 10; an outsider said, he should have done so; I said, "he could not, and if he could, it would have been a most ungentlemanly thing." Don't you think so?—*Ans.* To say the least of it, this was a queer way of treating an opponent who had just exercised an act of forbearance towards you. To our mind, to apply the word "ungentlemanly" to any act having the appearance of legality is highly improper. If a player make a *bonâ fide* claim (no matter how sharp his act may be), the point should be considered dispassionately. To use strong language is not the way to settle differences.

P. P.—At the end of the hand, two cards in each hand, I lead a winning card, second hand follows suit, and then puts down the Kv of Clubs, believing I have a Club. He thereby shows his partner what to discard. What penalty can I inflict?—*Ans.* Practically, none. All you can do is to make the last player win the trick. In the case stated, of course he cannot. The second player has committed an irregularity, which, if pointed out to him, he will not do again, because he would not have put down the Kv of Clubs if he had reflected that he thereby gave his partner an unfair advantage. You will see the same point was raised by C B and B, and it was answered at great length in our July Number, to which we beg to refer.

NO GO.—If your partner has Blue Petered, and you get in, and shrug your shoulders, and then lead another suit, we should think you had said, "Partner, I see your signal, but I have not got a trump." (2) If, again, a losing card is led, and you are third player, and by your face, your shoulder, or any of the hundred and one ways you can express anything, either to the effect that you have not a trump, or that you have a trump and will not put it on; such things as these are not permitted at Whist. You may call it a breach of etiquette, or what you like, but it is no more nor less than cheating. If you cannot keep quiet during the play of the hand, and control, not only your tongue, but yourself, you ought not to play at all, and right-minded men will avoid your society.

C.—The trump card is placed face downwards, whilst the bets are made. The dealer takes it up, and puts it into his hand without showing it. What is to be done?—*Ans.* It is a misdeal. (2) Same case, dealer and his partner assert that the card was turned upwards. Non-dealers assert it was not. Non-dealers have not looked at their cards. The dealer and his partner agree that the card taken up was a D, but they differ as to which it was. There is no doubt of the bona fides of all. What is to be done?—*Ans.* The adversaries have a right to see the turn up card. They have not done so, in consequence of the dealer's irregularity; therefore upon him must the punishment fall, and he must lose his deal.

L.—You can bet an outsider what you please, but if you are playing you are bound to offer any bet you desire to make to the table first. If they accept the bet, it is exactly the same to you as if you had betted with an outsider; if the bet is not accepted, you can still offer it to the outsider, and no harm is done. We cannot conceive why any Whist player will not attend to the etiquette of the game; but there are some men that will never do anything in order.

NOBODY.—You take your partner with all faults, so that, if he revoke, you must pay the penalty; if he throw down his cards before the game is lost you bear the loss; if he exposes his cards, and thereby loses the game, or he plays like a fool, and loses the game, you have no remedy, but must grin and bear it.

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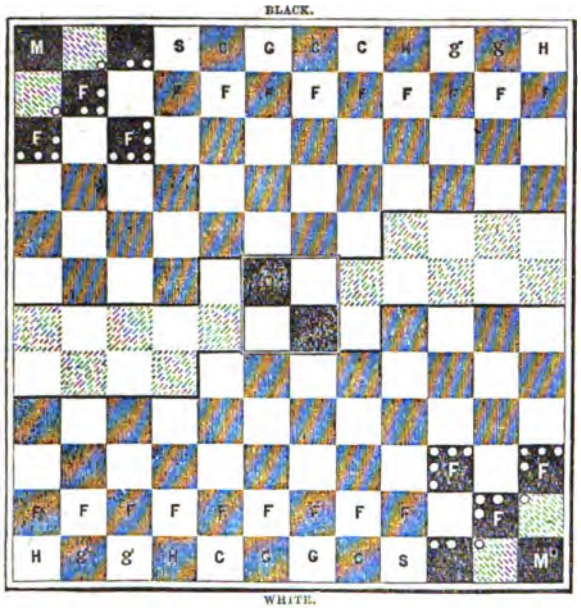

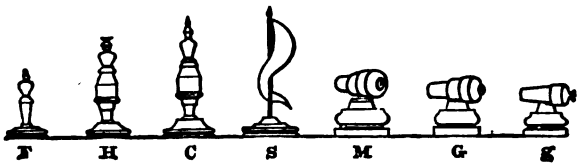

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